



# Hikaru no Go

**SHONEN JUMP MANGA**

Story by **Yumi Hotta** Art by **Takeshi Obata**  
Supervised by **Yukari Umezawa (5 Dan)**

**volume 15**





### Yumi Hotta

I don't think I've watched a TV anime show since *Combattler V*!

—Yumi Hotta

It all began when Yumi Hotta played a pick-up game of go with her father-in-law. As she was learning how to play, Ms. Hotta thought it might be fun to create a story around the traditional board game. More confident in her storytelling abilities than her drawing skills, she submitted the beginnings of **Hikaru no Go** to **Weekly Shonen Jump**'s Story King Award. The Story King Award is an award that picks the best story, manga, character design and youth (under 15) manga submissions every year in Japan. As fate would have it, Ms. Hotta's story (originally named, "**Kokonotsu no Hoshi**"), was a runner-up in the "Story" category of the Story King Award. Many years earlier, Takeshi Obata was a runner-up for the Tezuka Award, another Japanese manga contest sponsored by **Weekly Shonen Jump** and **Monthly Shonen Jump**. An editor assigned to Mr. Obata's artwork came upon Ms. Hotta's story and paired the two for a full-fledged manga about go. The rest is modern go history.



**HIKARU NO GO VOL. 15**  
**The SHONEN JUMP Manga Edition**

STORY BY YUMI HOTTA  
ART BY TAKESHI OBATA  
Supervised by YUKARI UMEZAWA (5 Dan)

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**15** Sayonara

STORY BY  
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(5 Dan)



Hikaru Shindo



Fujiwara-no-Sai

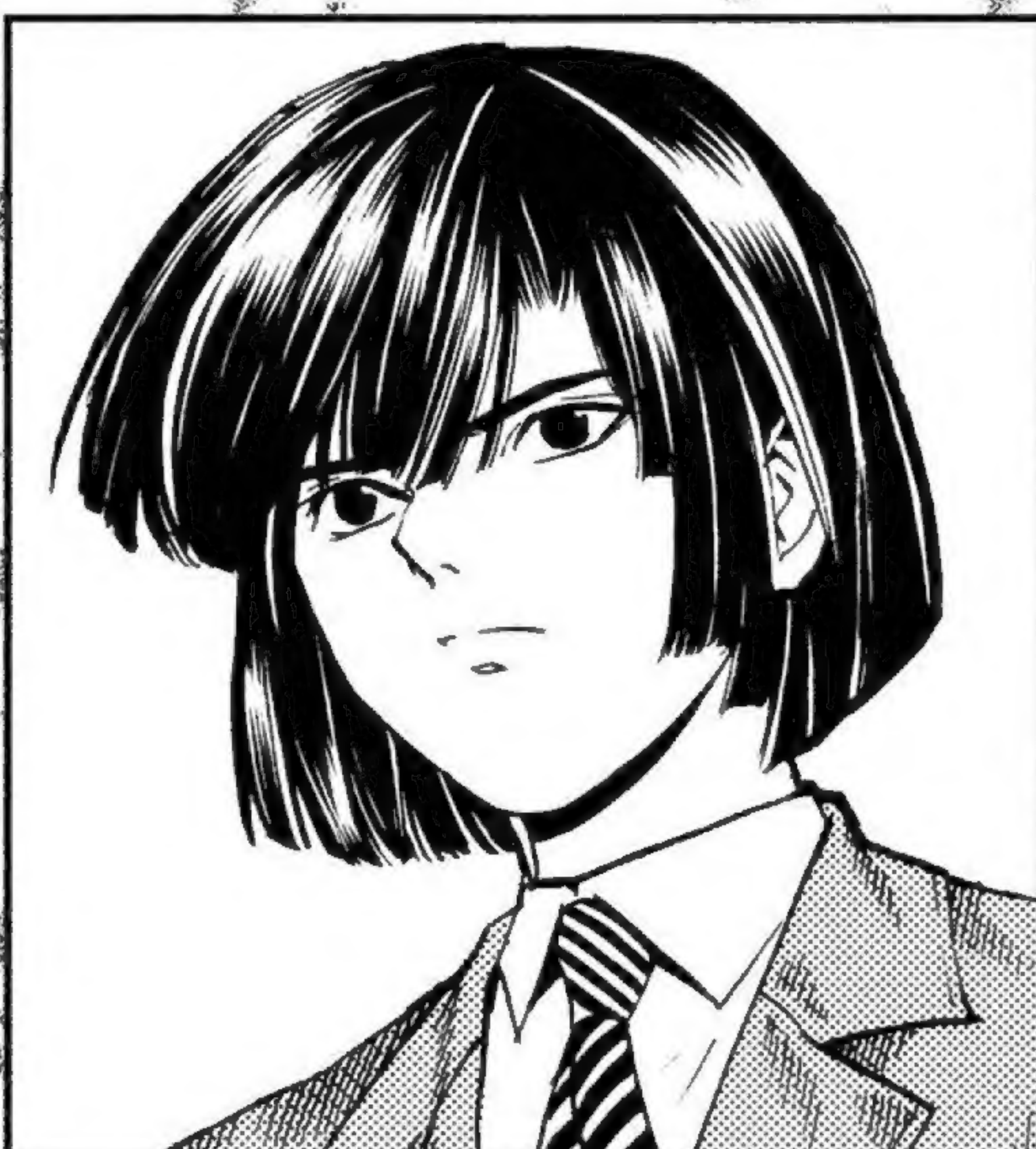


● Introduction ●  
Character

Ashiwara 4 dan



Akira Toya



Ogata Judan



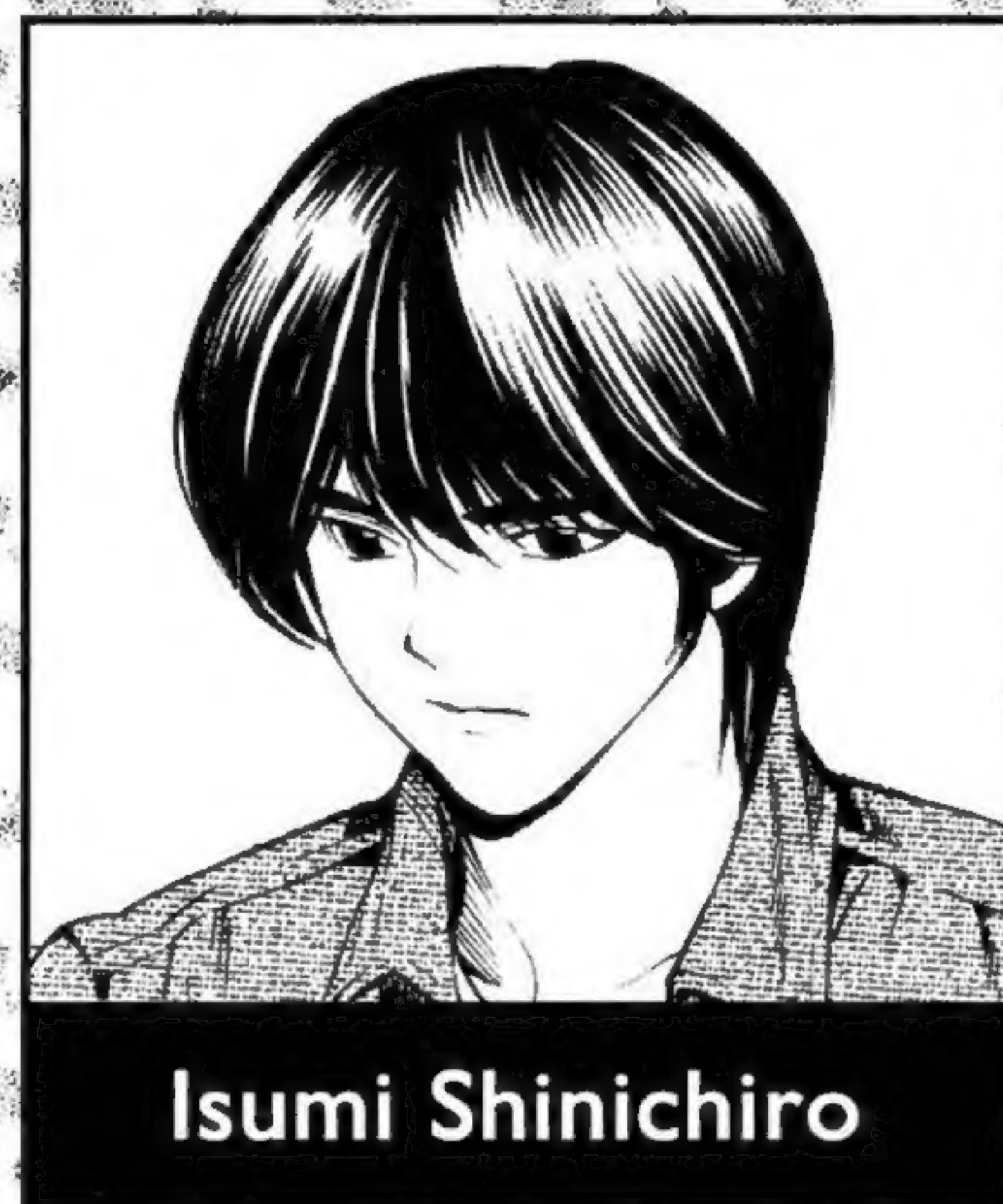




**Akari Fujisaki**



**Tomonori Honda**



**Isumi Shinichiro**



**Mr. Kawai**



**Asumi Nase**



**Hikaru's mother**



**Yoshitaka Waya**

## Story Thus Far

Hikaru Shindo discovers an old go board one day up in his grandfather's attic. The moment Hikaru touches the board, the spirit of Fujiwara-no-Sai, a genius go player from Japan's Heian Era, enters his consciousness. Sai's love of go inspires Hikaru, as does a meeting with the child prodigy Akira Toya—son of go master Toya Meijin.

Partway through an intense online go match between Toya Meijin and Sai, Sai makes a clever move that shifts the balance of the game. In the end, the meijin resigns, Sai wins, and the meijin makes good on his promise to retire if beaten by Sai. Afterwards, Ogata 9 dan hounds Hikaru, demanding a chance to play the online entity “sai.” Ogata attempts to pry out the truth about Hikaru's relationship with “sai,” but the secret remains safe and “sai” vanishes from the Internet once more.

One day after school, Hikaru runs into Kurata 6 dan. Wanting to test himself, Hikaru asks Kurata for a game. Kurata finally agrees but chooses a game of one-color go, in which both players use the same color stones! Hikaru manages to keep up with Kurata, who acknowledges Hikaru's strength. As the world of go reels in shock over Toya Meijin's unexpected retirement, Hikaru concentrates on the next game on his path to go fame. Thus occupied, he remains oblivious to Sai's growing apprehensions...



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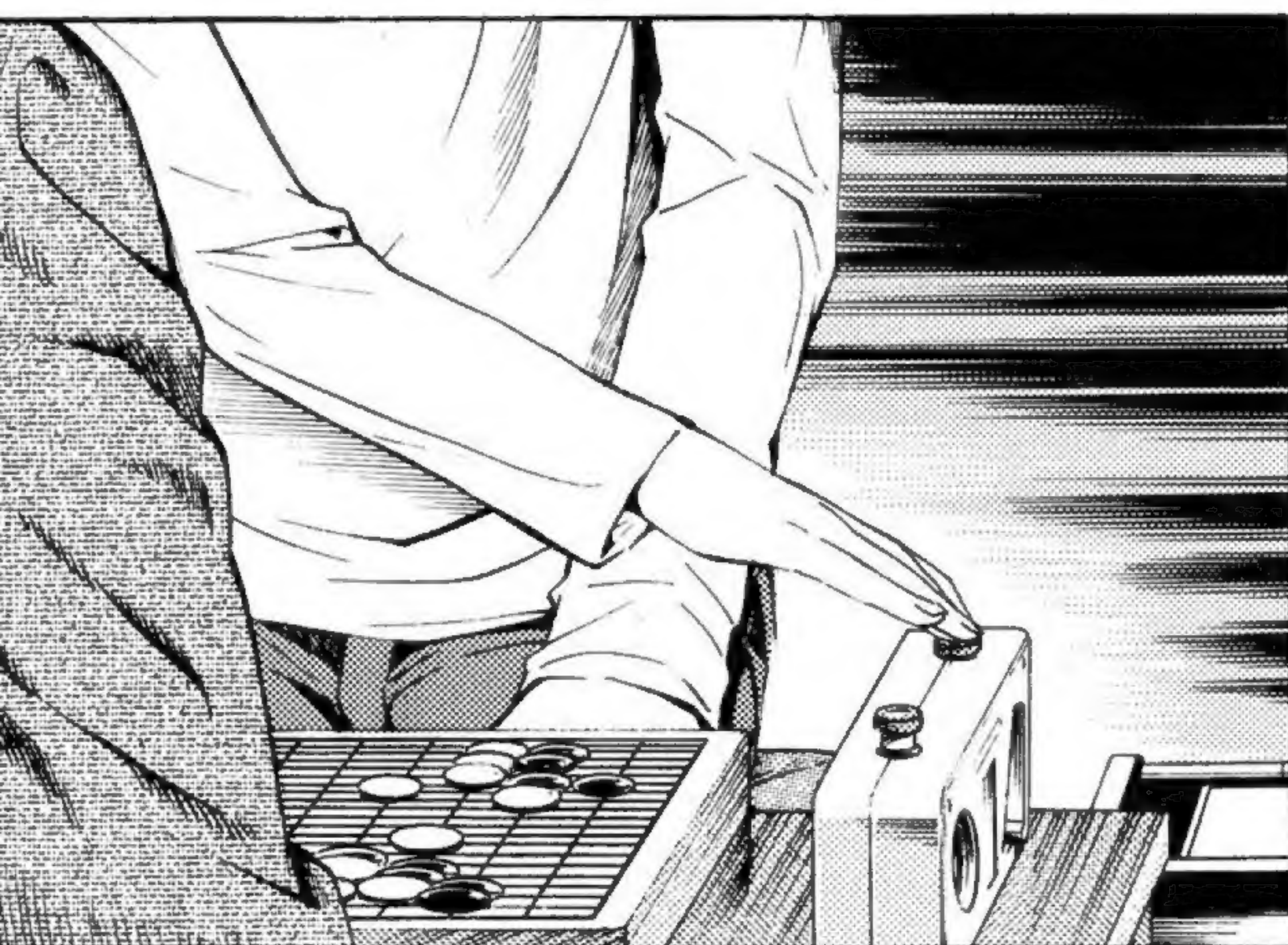


Game 122  
"Stupid Hikaru"

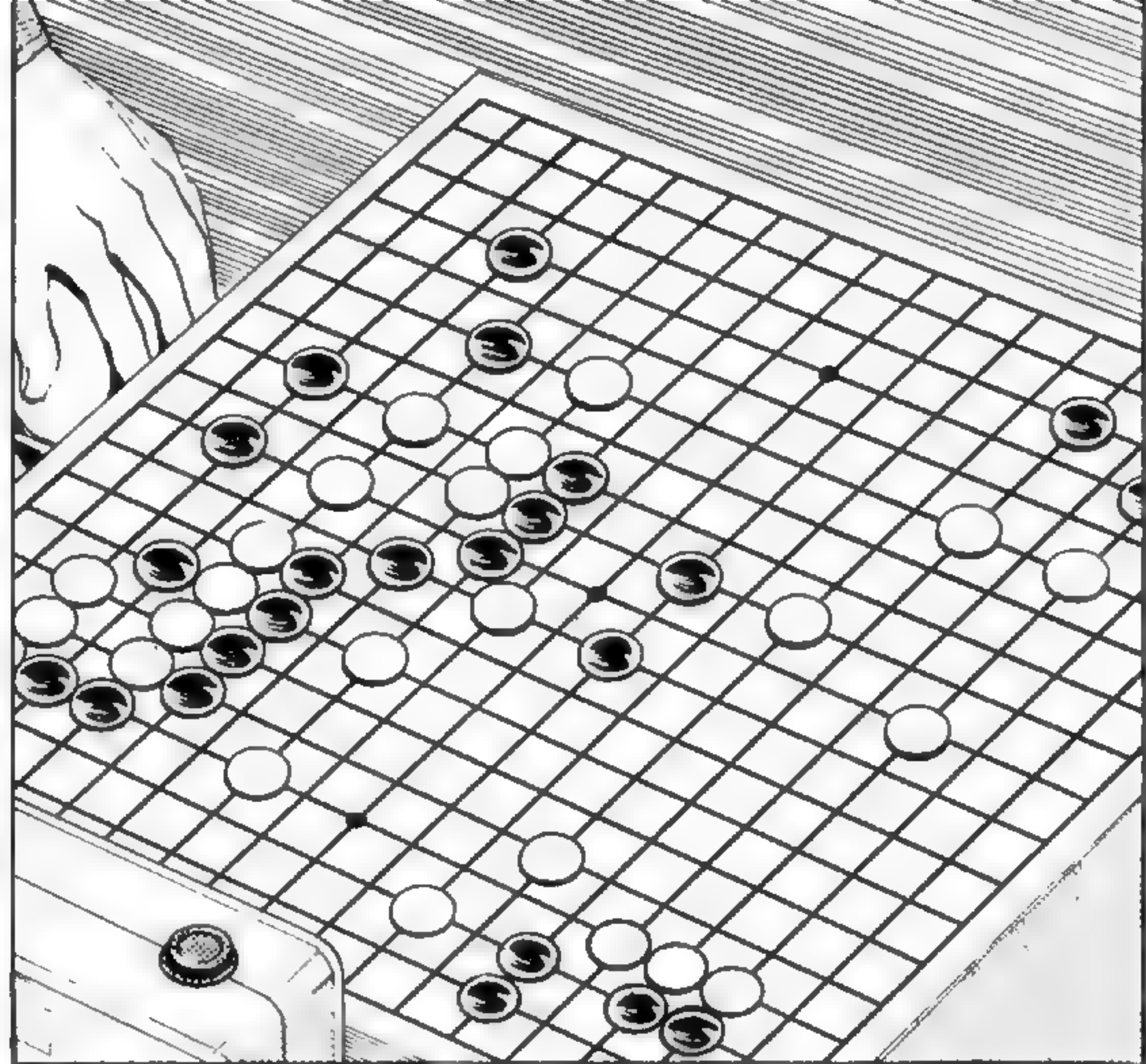




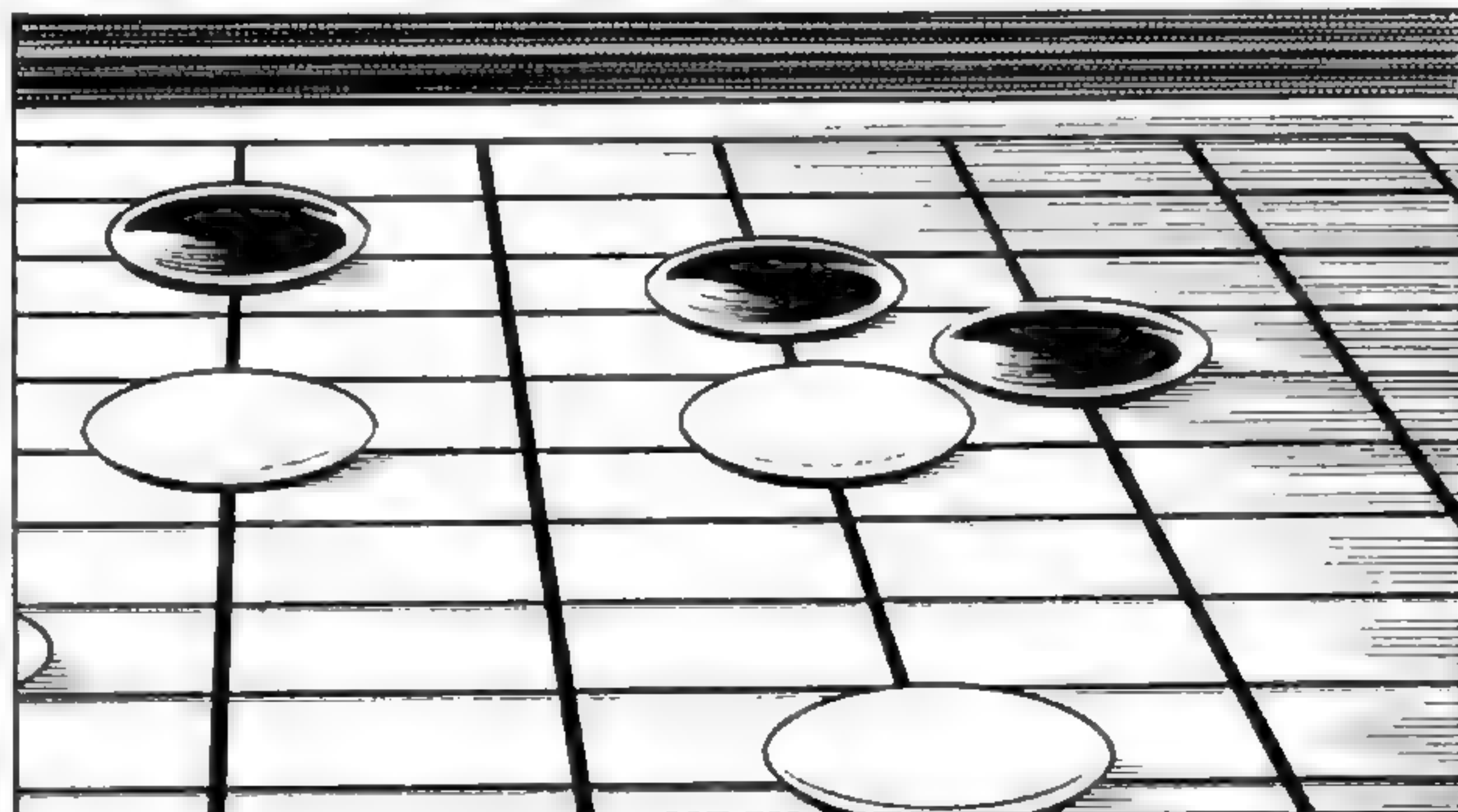
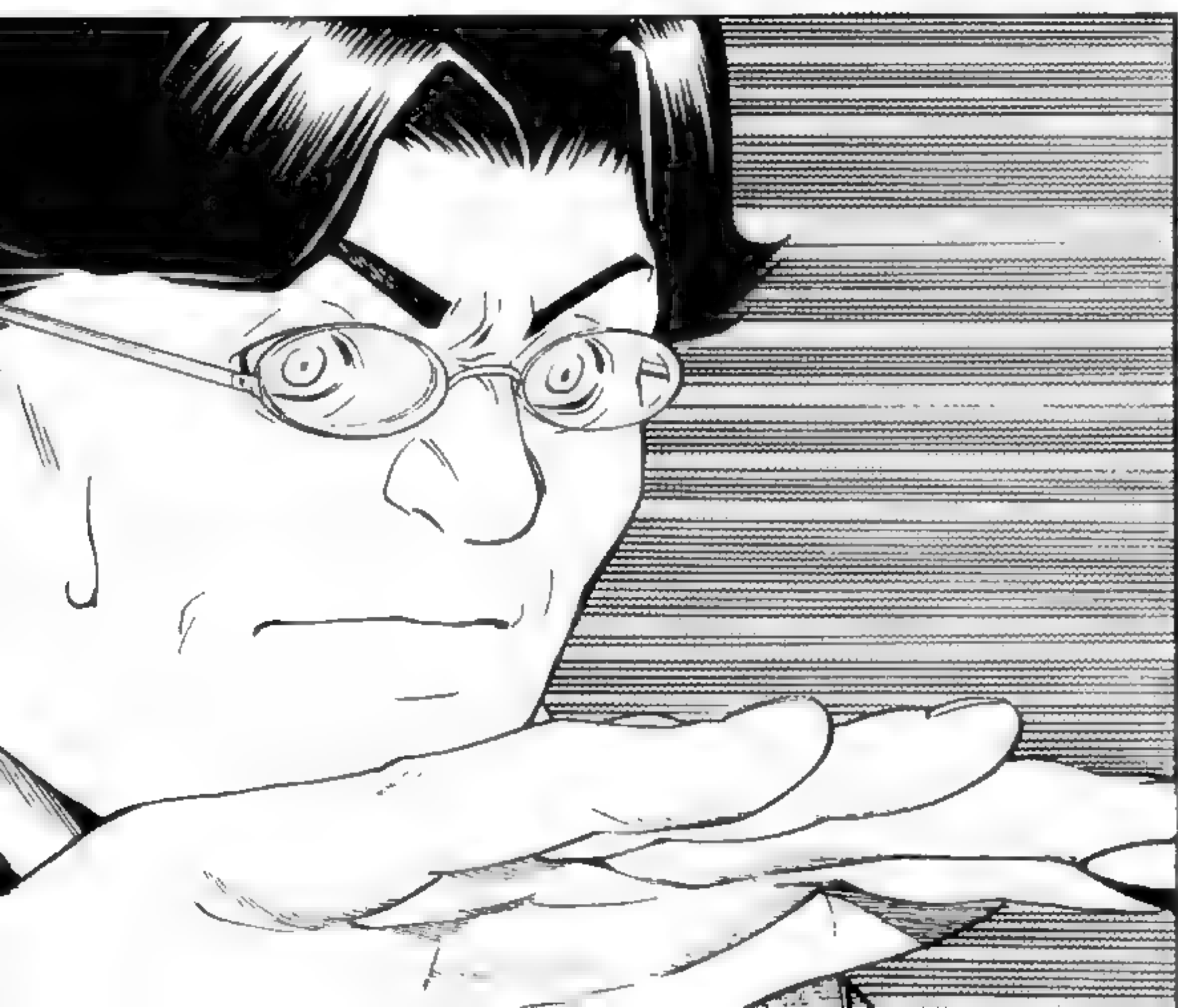
















HE'S GOTTEN  
INTO MY  
FRAMEWORK  
OF POTENTIAL  
TERRITORY.  
THAT HURTS.



BUT...

I  
MANAGED  
TO...CON-  
NECT.



I HAVE TO  
ATTEMPT  
AN  
ALL-OR-  
NOTHING  
INVASION!



THE ONLY  
AREA  
WHERE I  
CAN  
POSSIBLY  
MAKE A  
COMEBACK  
IS ON THE  
RIGHT.

DARN  
IT!





So  
this is  
Hikaru.



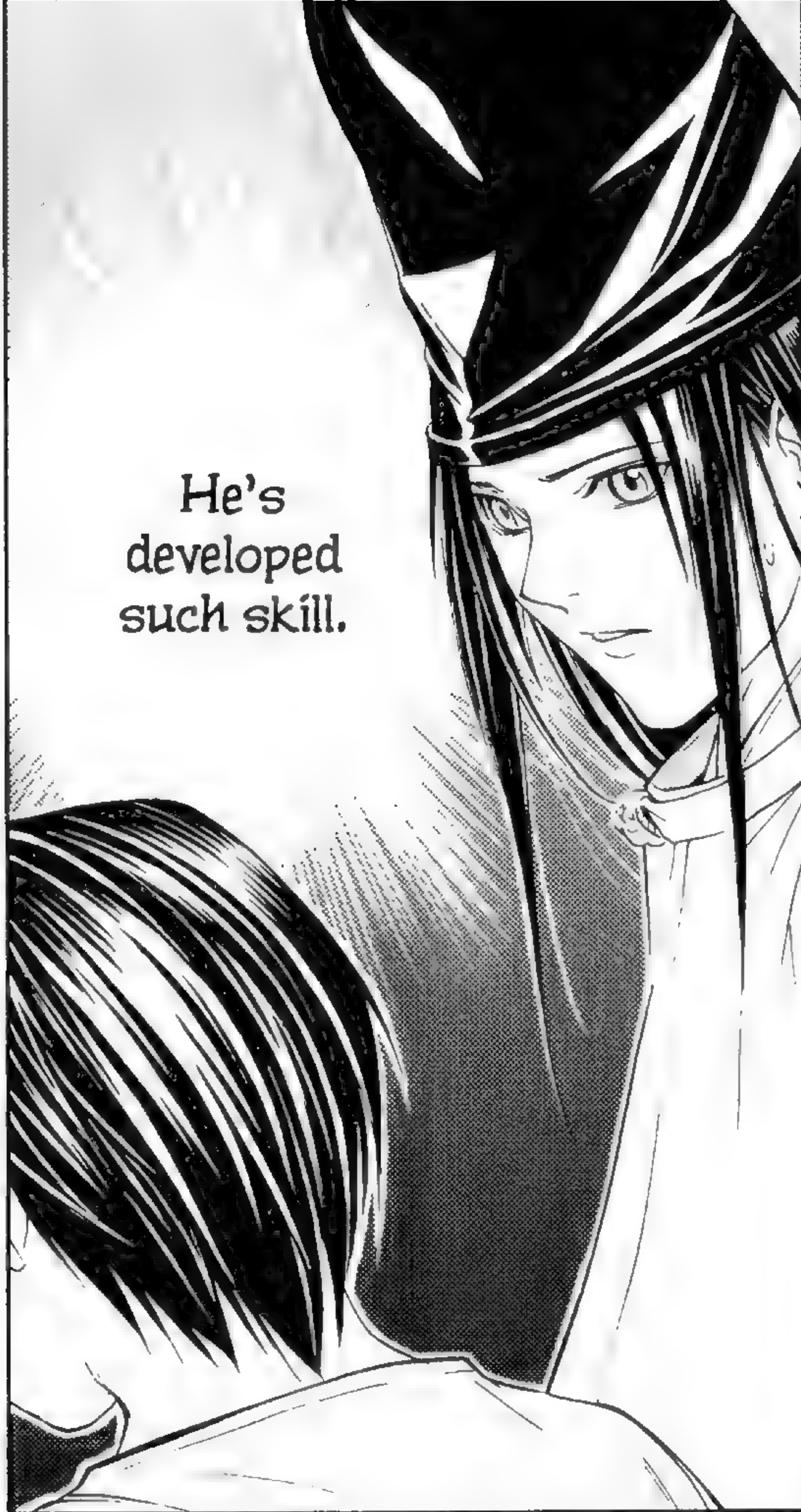
ALL HE HAS  
TO DO IS  
DEFEND  
HIMSELF  
PROPERLY!

TH-THAT'S  
HOW HE  
RESPONDS  
TO MY  
RECKLESS  
ATTACK?

This.  
Right here  
and now.





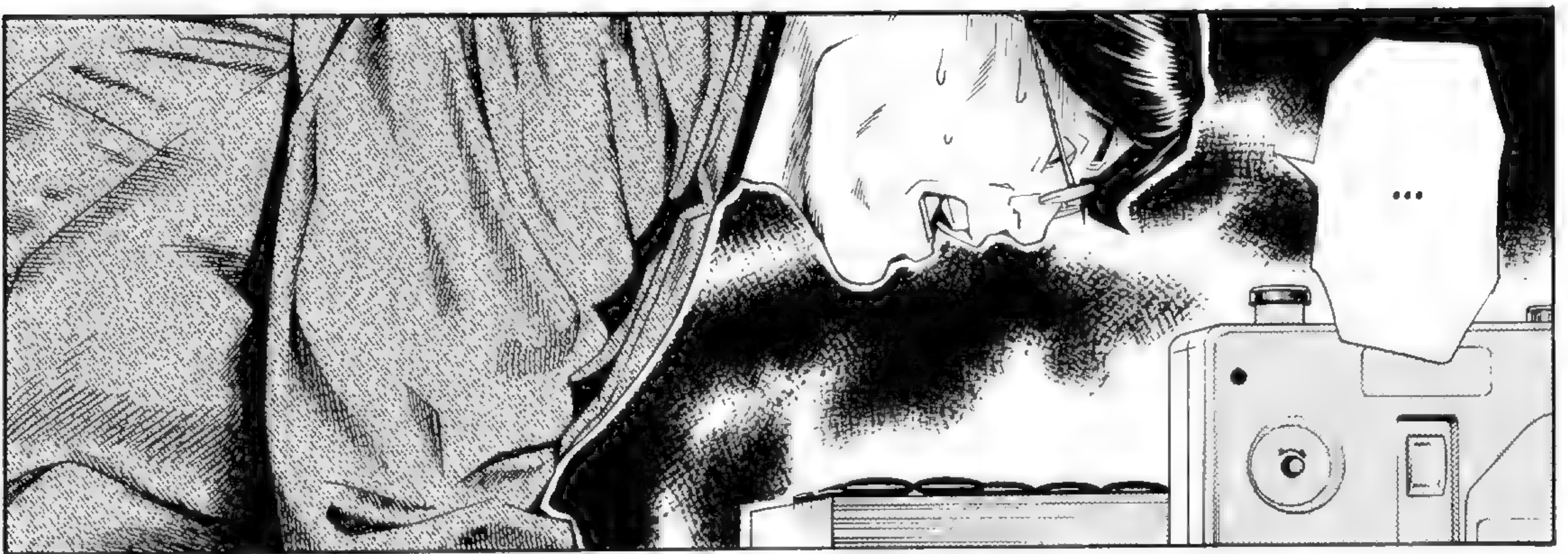


He's  
developed  
such skill.

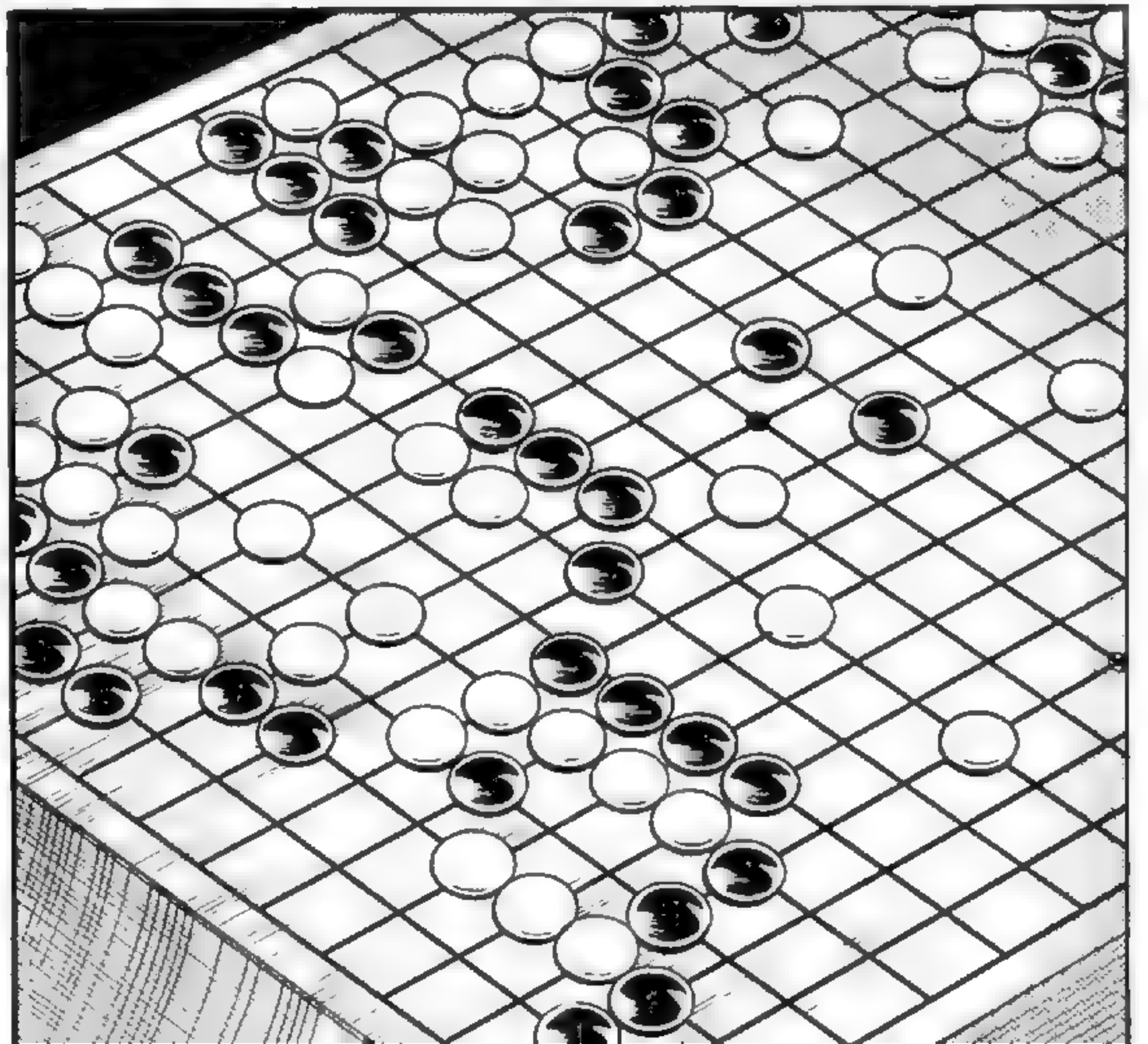


HE'S  
LAUNCHING A  
COUNTER-  
ATTACK!

BUT  
THAT'S  
NO DE-  
FENSE.



I  
RESIGN.





JAPAN GO ASSOCIATION CENTRAL BRANCH

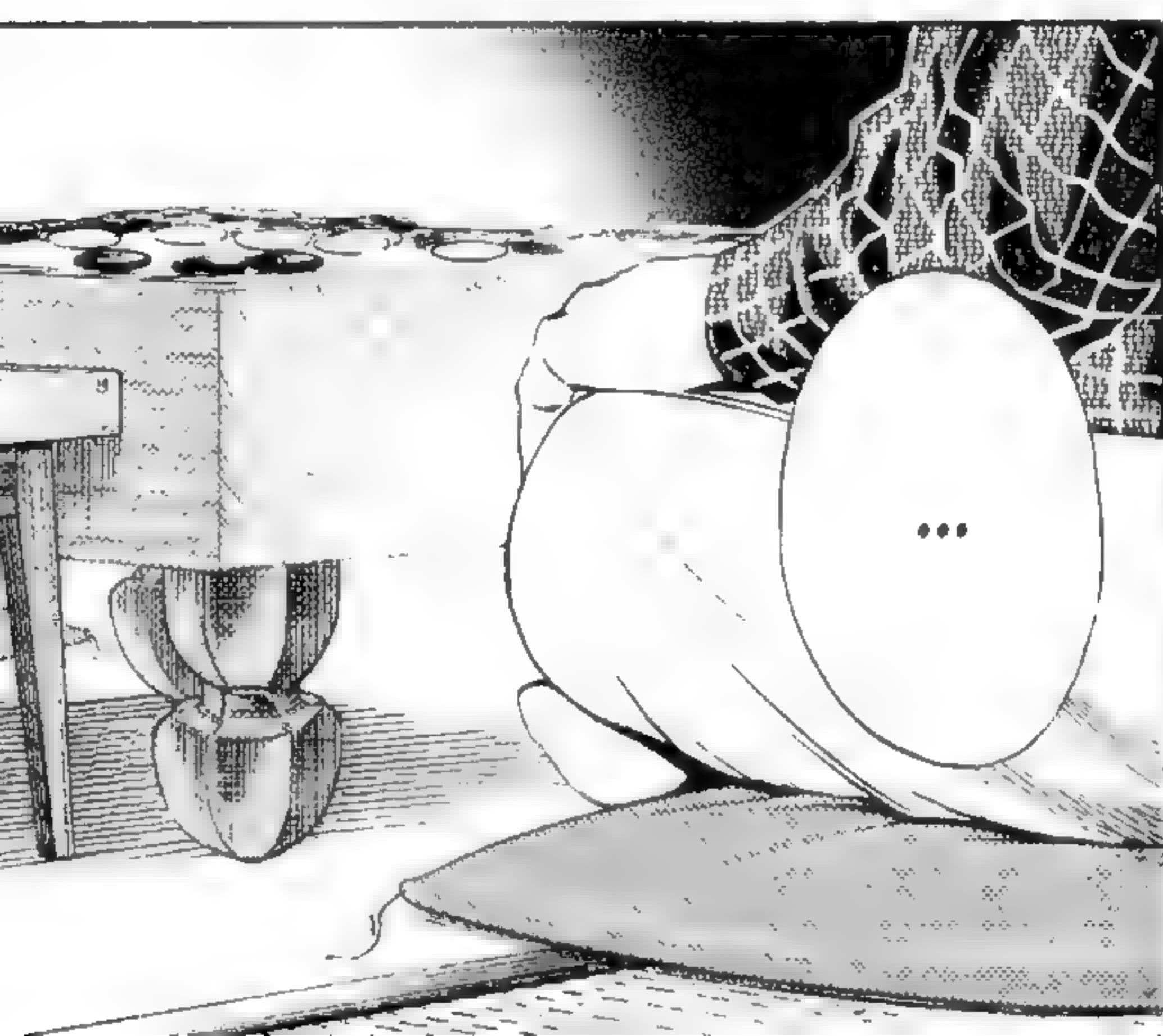
THE  
SAME DAY  
IN  
NAGOYA...



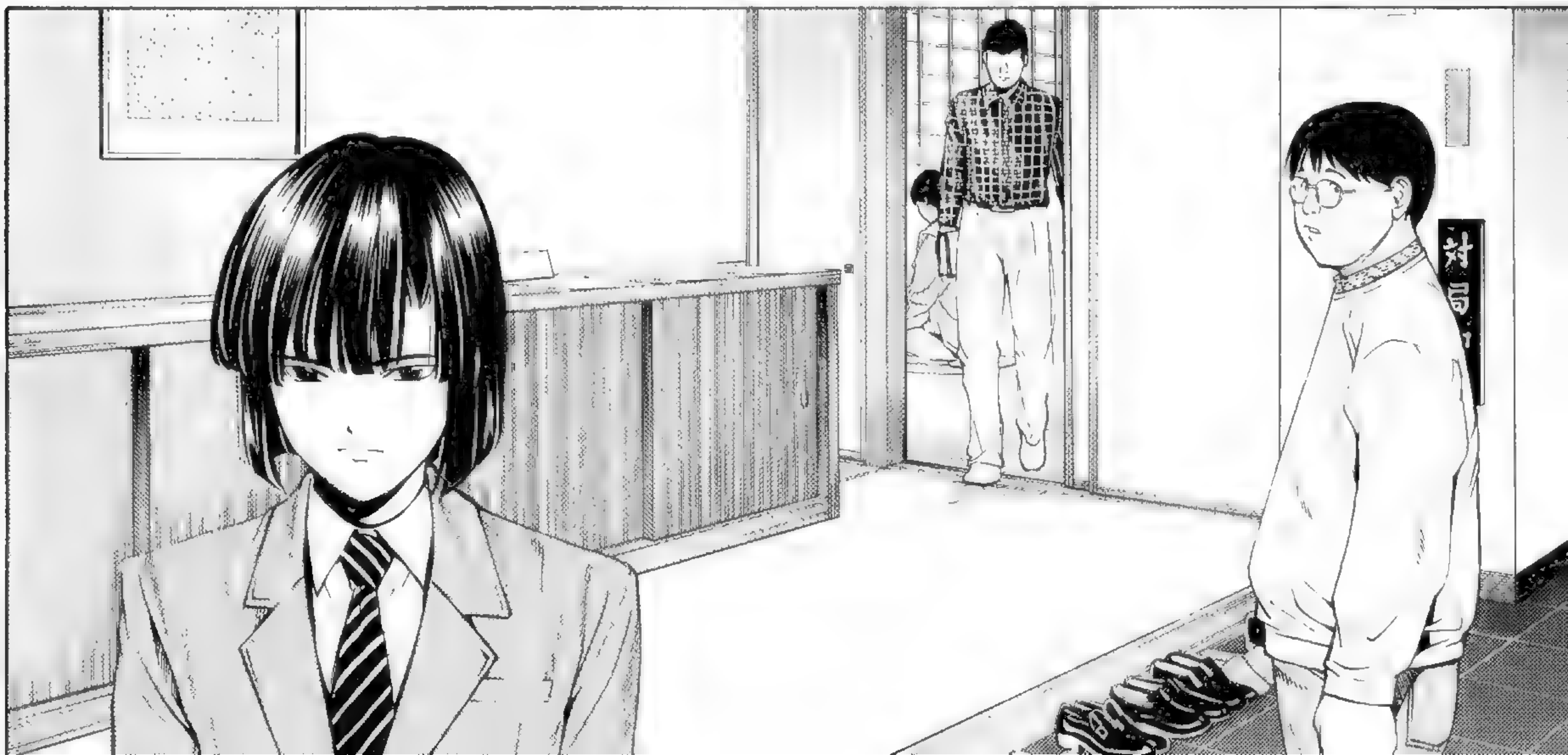
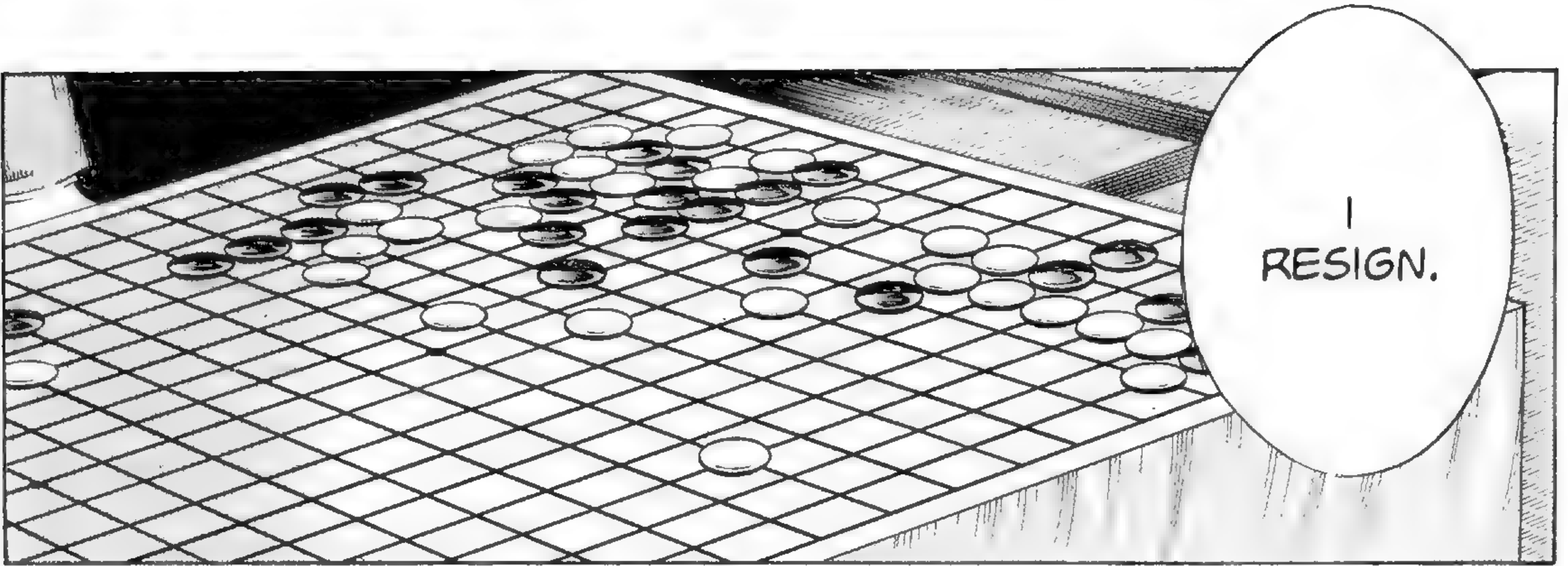
K  
L  
A  
K



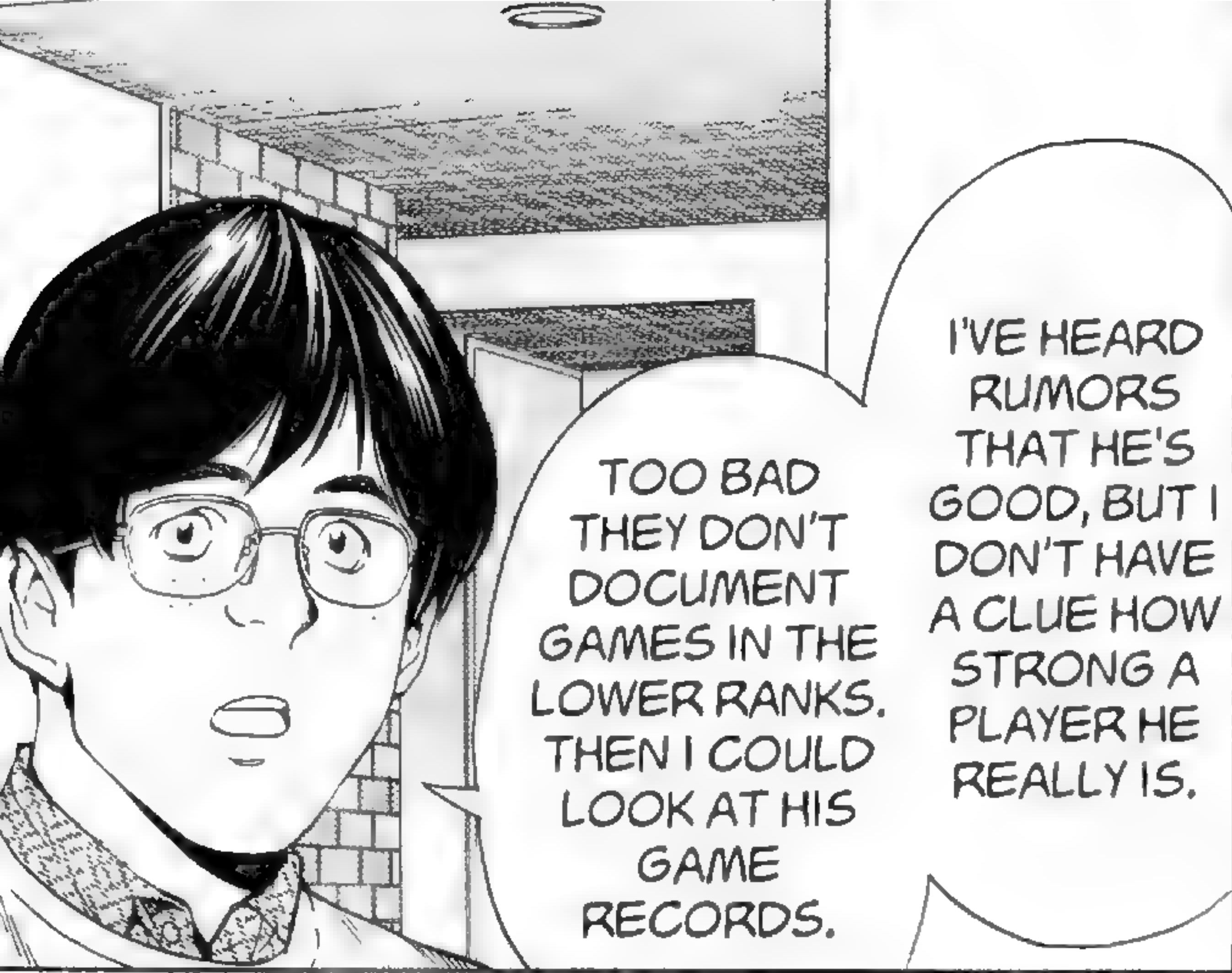
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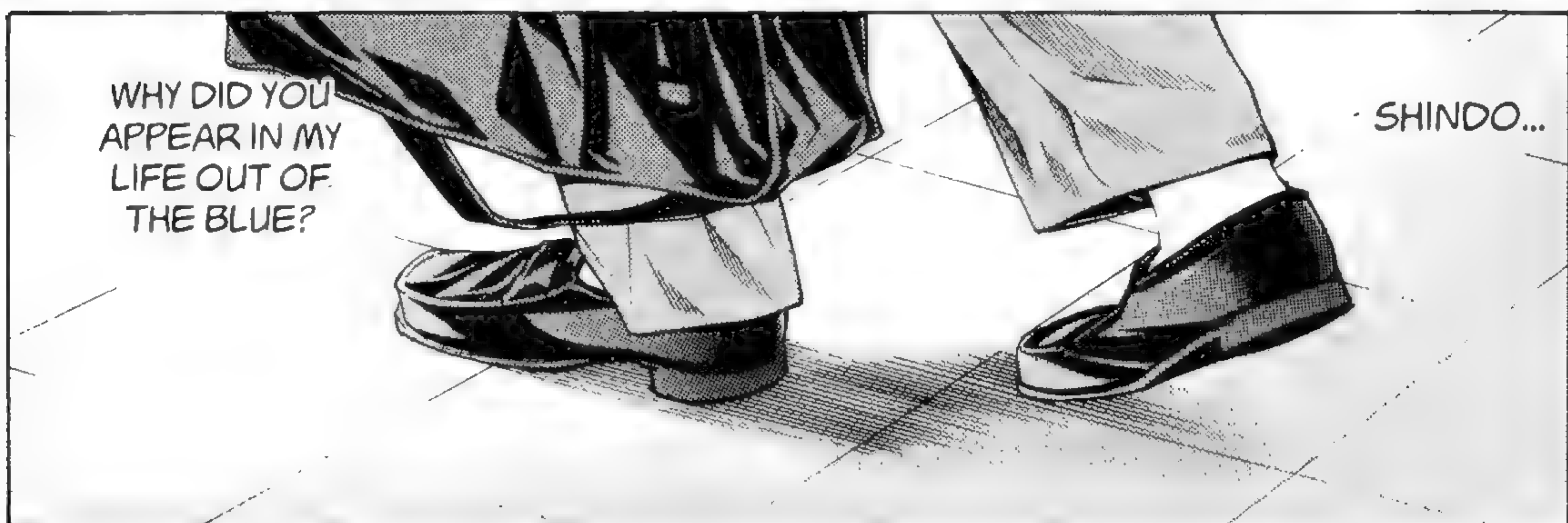








EVER SINCE  
THAT MATTER  
WITH SAI... I'VE  
BEEN TRYING  
TO MAKE  
SENSE OF MY  
RACING  
THOUGHTS...



WHY DID YOU  
APPEAR IN MY  
LIFE OUT OF  
THE BLUE?

SHINDO...



WHY  
ARE YOU  
CHASING  
AFTER  
ME...?



WHY AM I  
CHASING  
AFTER  
YOU...?









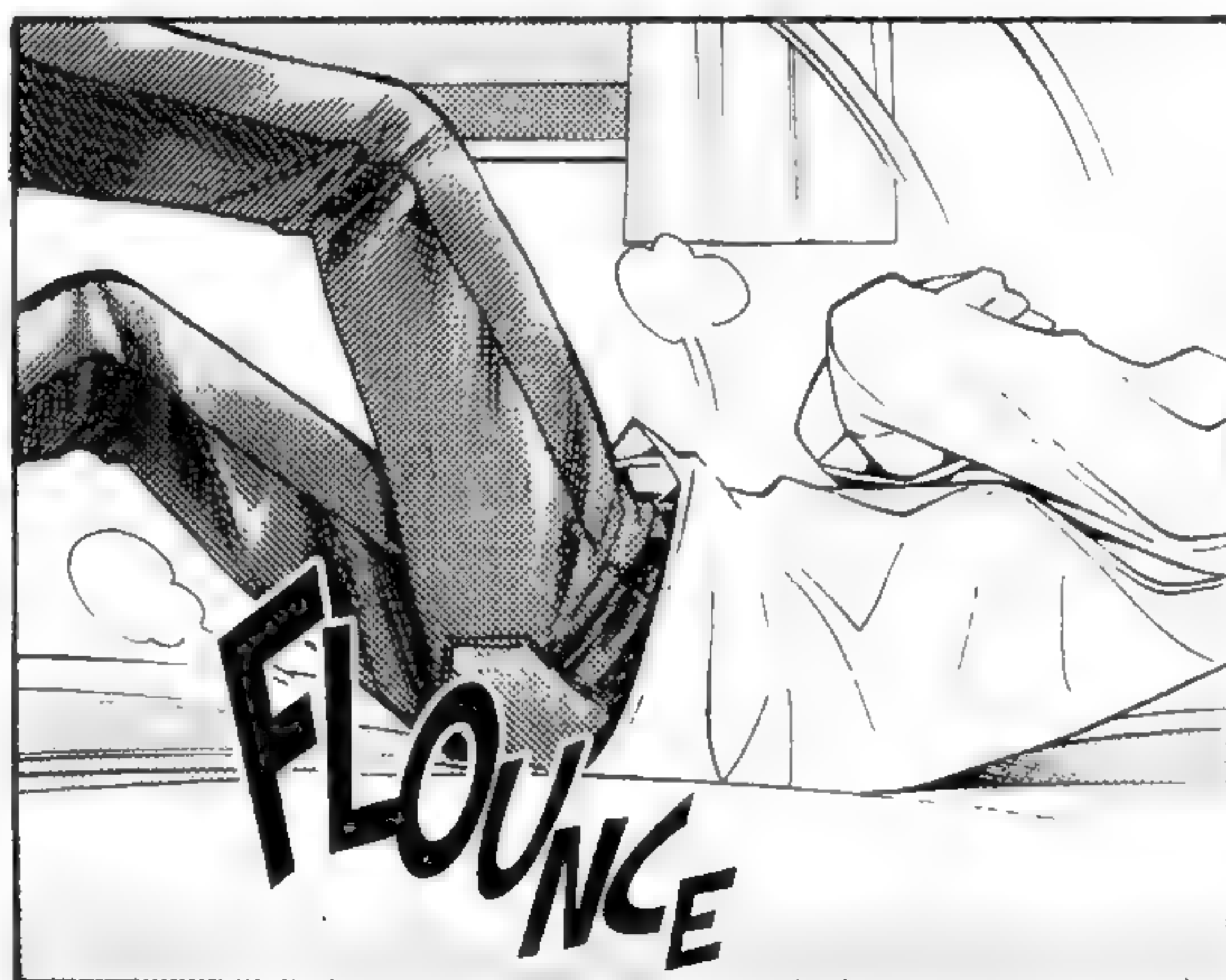




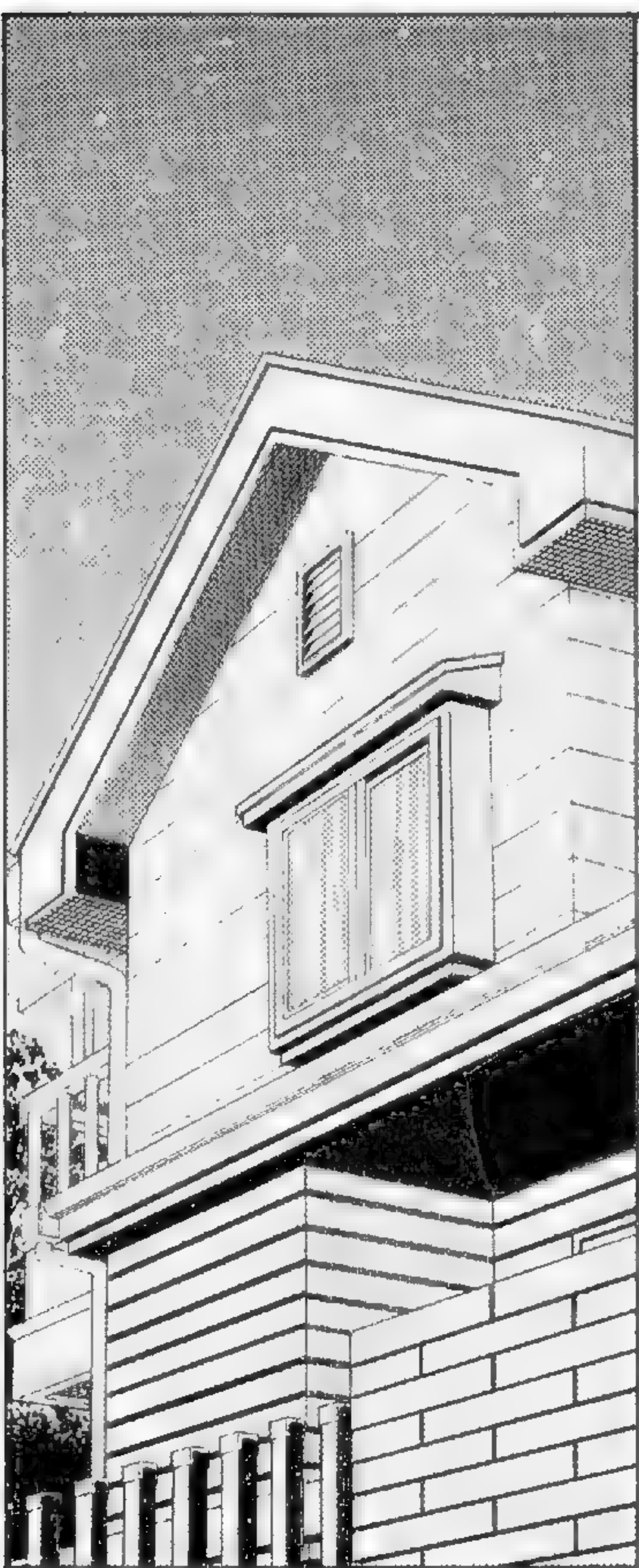
















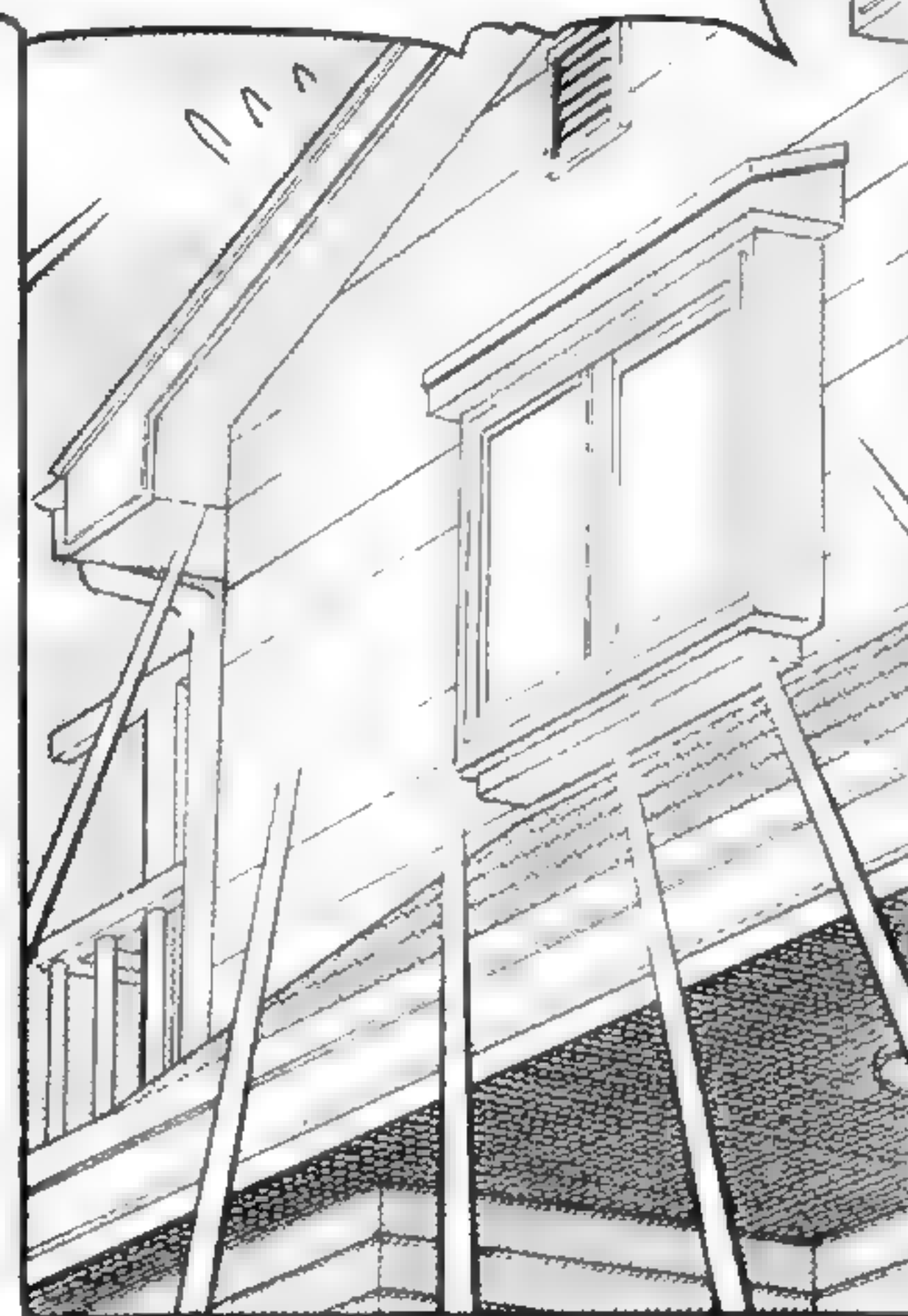
HE JUST CALLED.  
DON'T WORRY, GRANDPA  
AND GRANDMA ARE FINE.  
SOMEONE STOLE SOME  
STUFF, THAT'S ALL.

GRANDPA'S  
ATTIC GOT  
BROKEN  
INTO...?!



Is the  
go  
board  
safe?!

Hikaru!  
The go  
board!



YESTERDAY  
SAI WAS ALL  
MAD AT ME—  
AND NOW?

HE'S  
IMPOSSIBLE.



THOSE BLOOD  
STAINS ON IT GIVE  
ME THE CREEPS.  
BUT FOR YOU, IT  
BRINGS BACK  
MEMORIES OF  
TORAJIRO  
I GUESS.

YOU MEAN...  
THE BOARD  
YOU INHABITED  
FOR 140 YEARS?

We must  
go see it!  
Quickly!

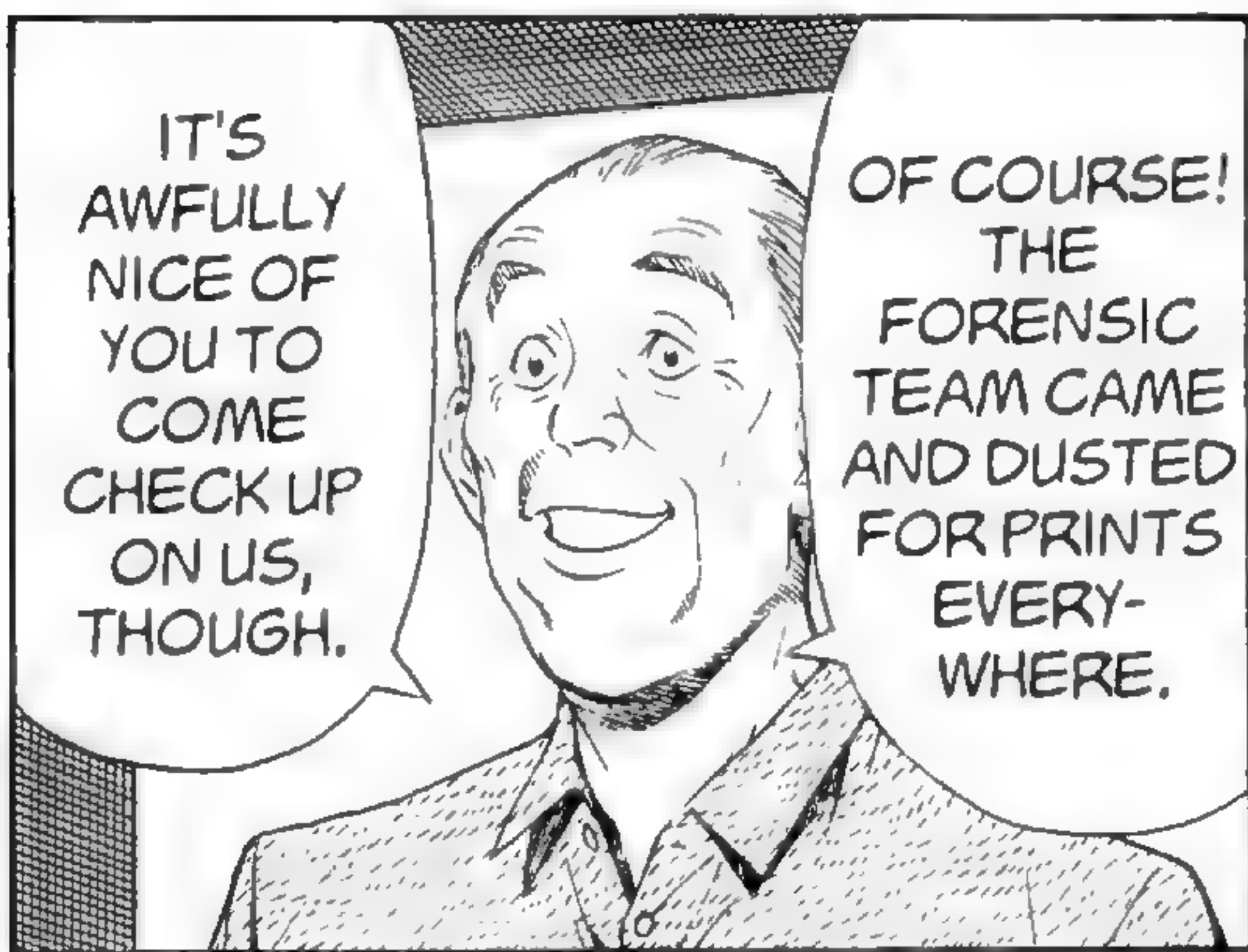


IT'S THE  
WEEKEND.  
WHY DON'T  
YOU GO  
TOO,  
DEAR?

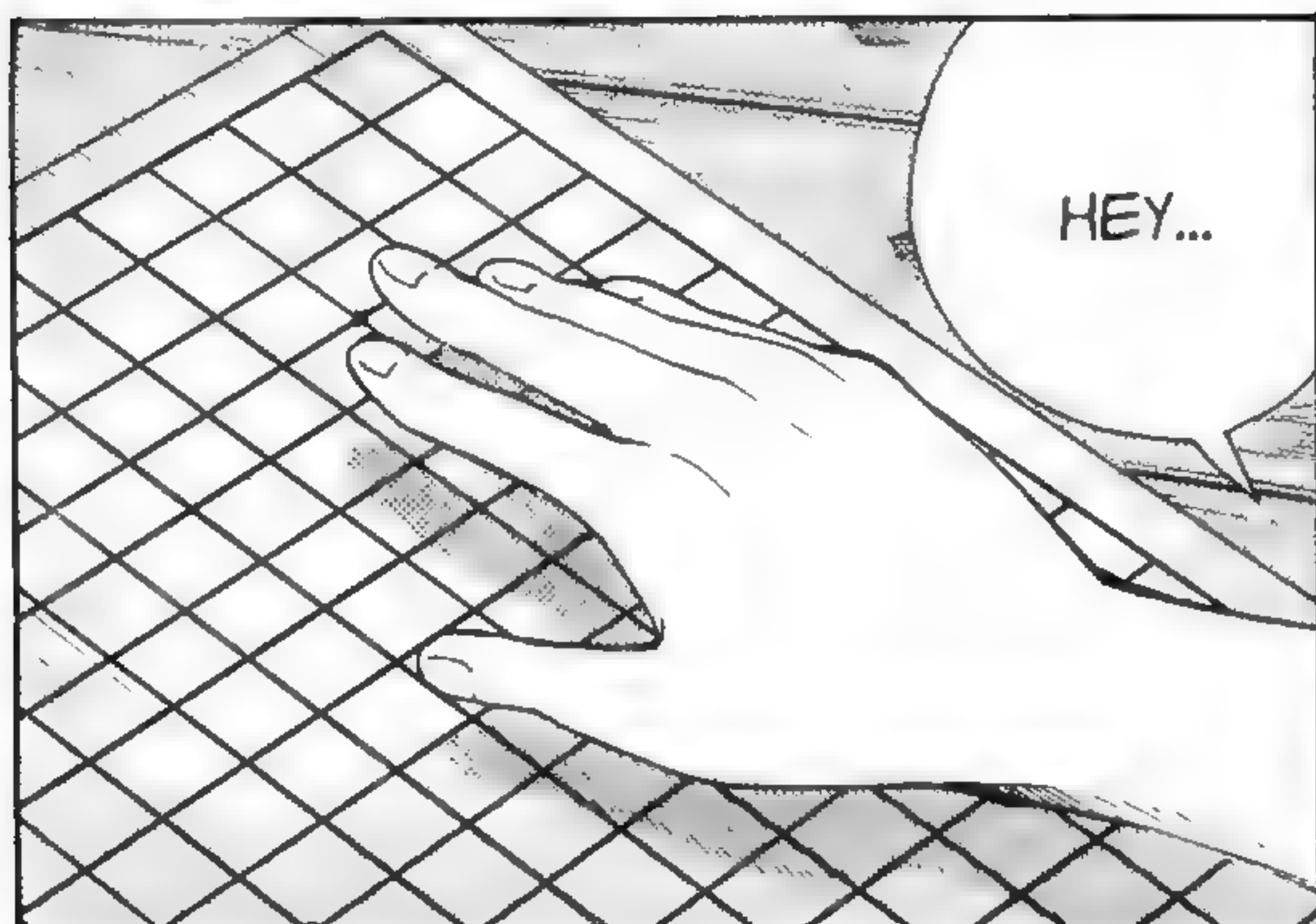
NAH.  
NO  
NEED.

I'M HEADING  
OVER TO  
GRANDPA'S!

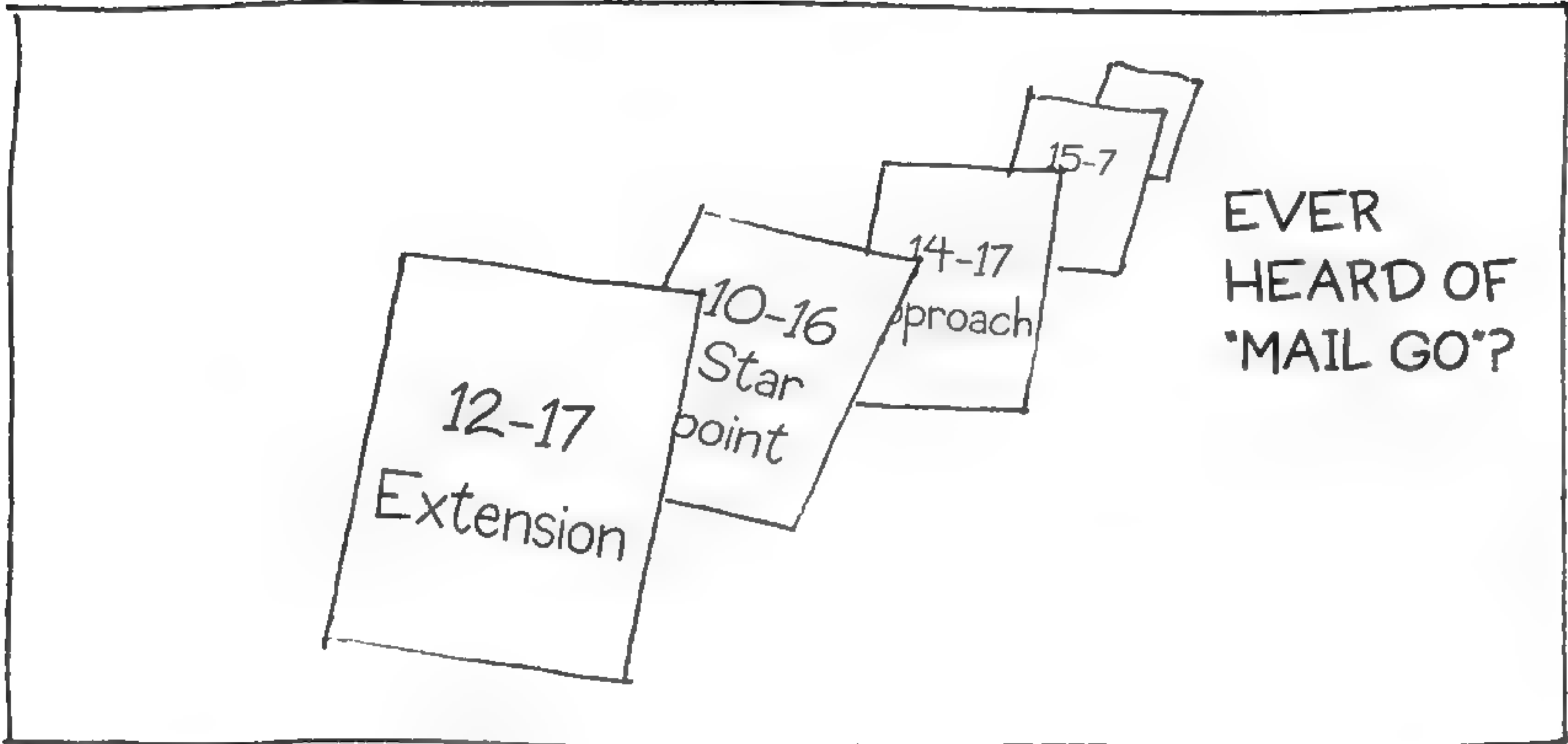








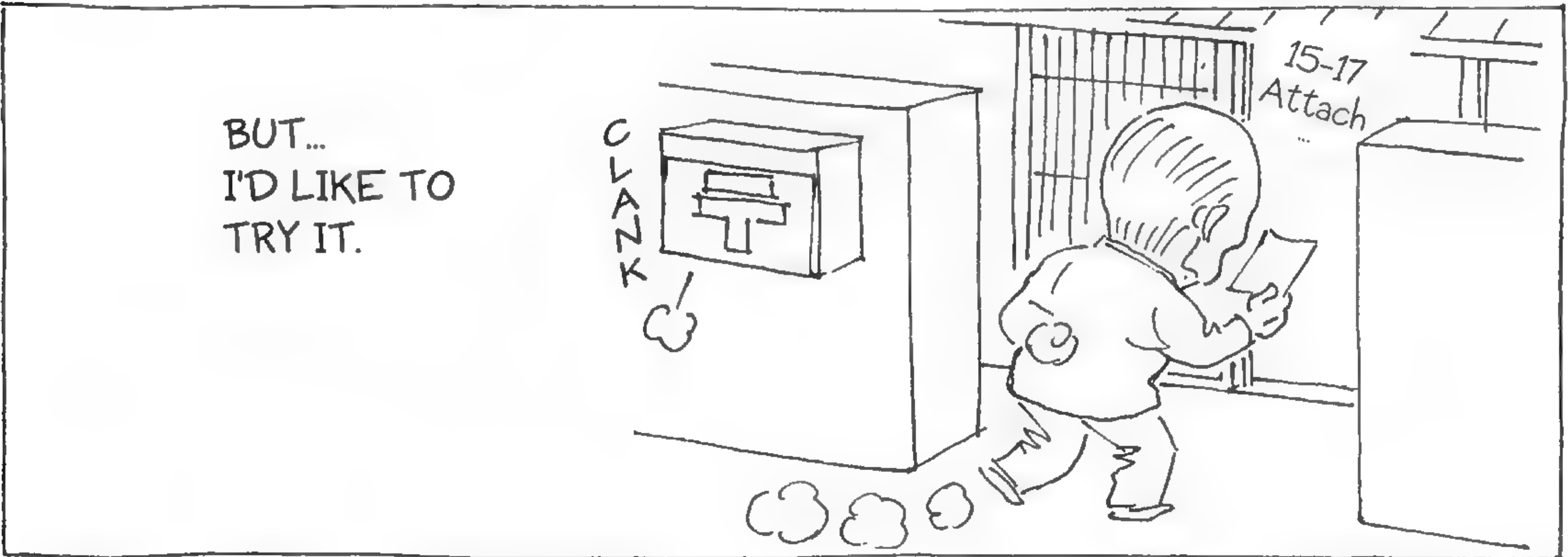




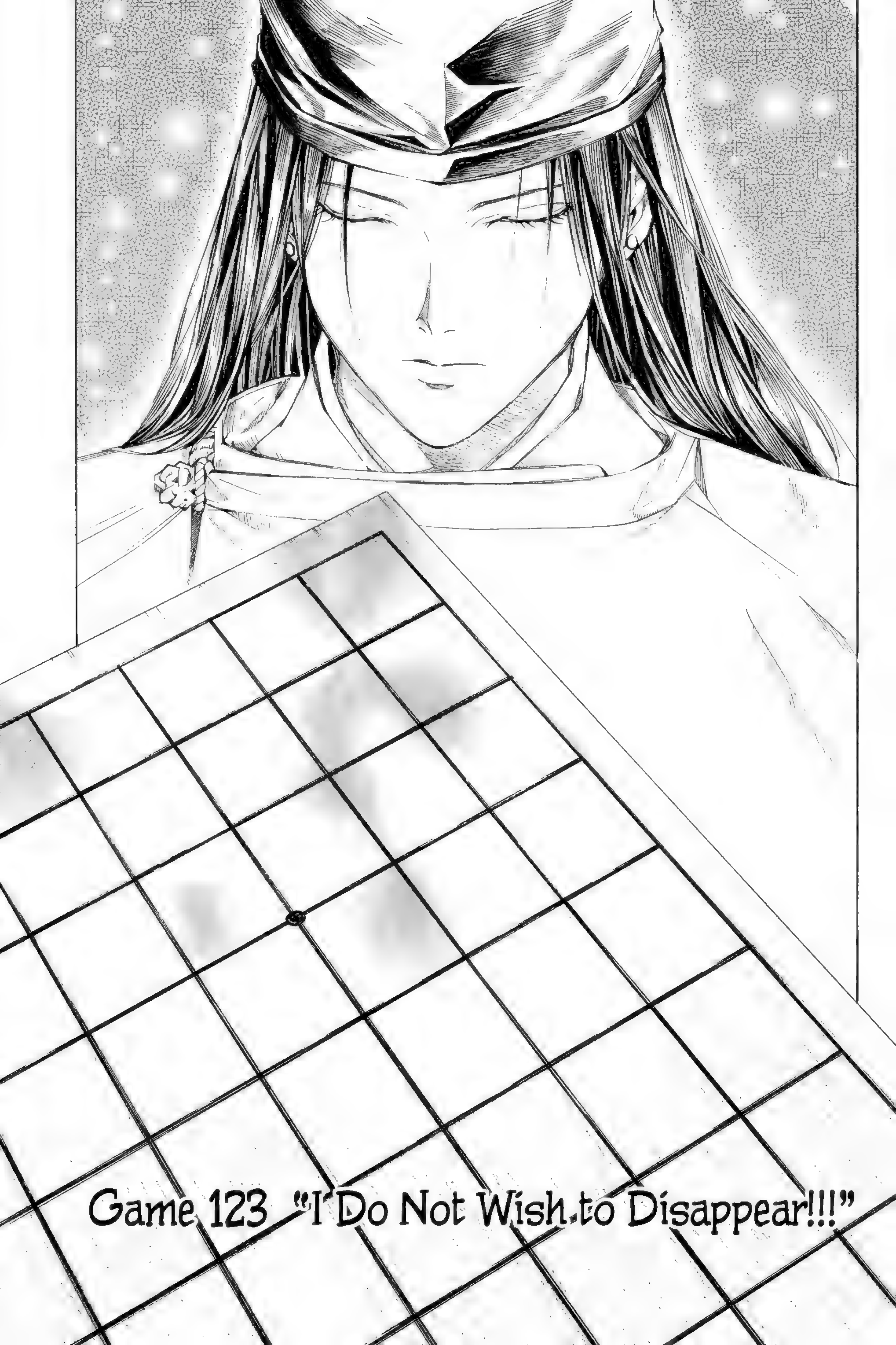
HIKARU  
NO GO  
STORYBOARDS



\*About \$100

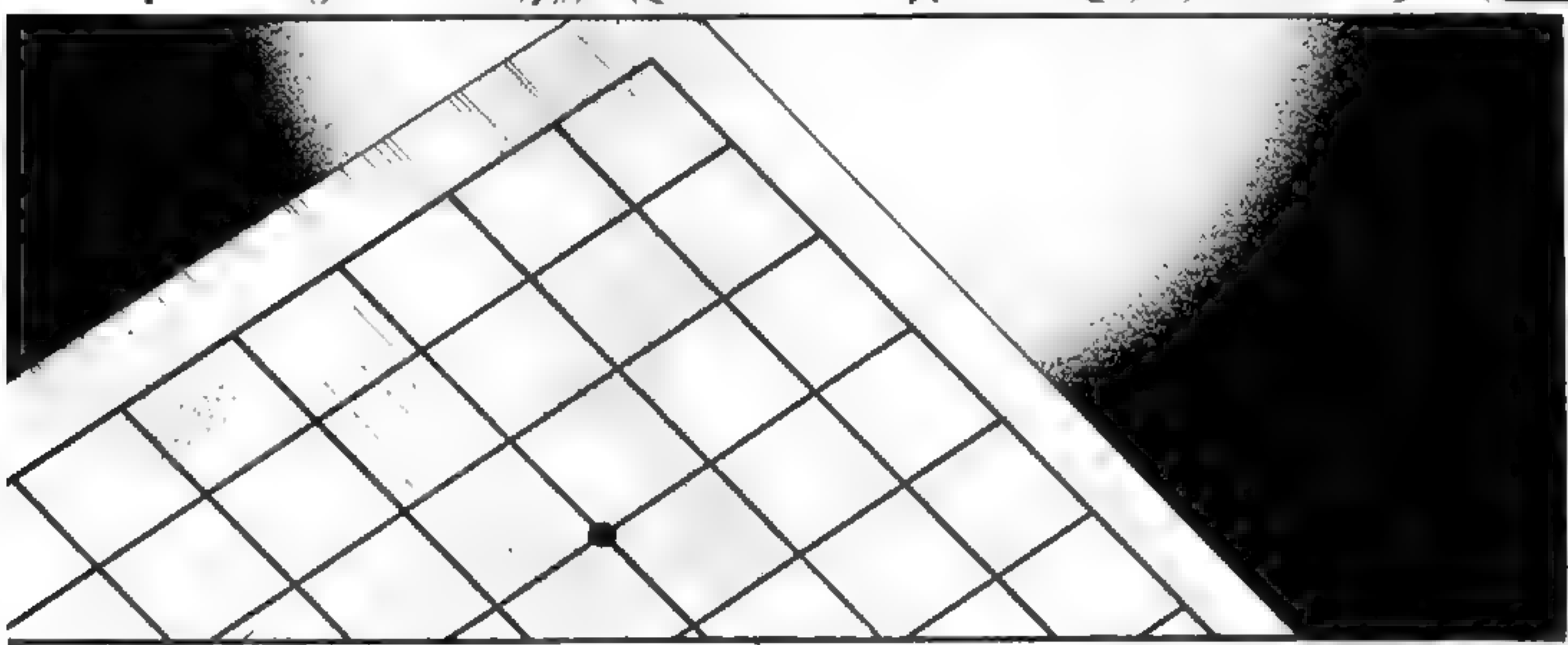






Game 123 "I Do Not Wish to Disappear!!!"









I'VE GOT AN  
OVERNIGHT  
JOB  
TOMORROW.

A  
PLAY...?

ARE YOU FREE  
TOMORROW?  
GRANDMA  
AND I ARE  
GOING TO  
SEE A PLAY.  
COME JOIN  
US.



NOT JUST ME.  
A BUNCH OF  
PROS ARE  
GOING.



I'LL BE  
PLAYING  
TEACHING  
GAMES.

A ONE-NIGHT GIG  
AT A TWO-DAY  
EVENT AT THE  
KANKO HOTEL.  
THERE'S GONNA  
BE 150 GUESTS.

REALLY?  
YOU?!



I am  
power-  
less  
against  
it.

It is  
fate.



IF YOU  
BEAT ME,  
GRANDPA,  
I'LL GIVE  
YOU 1,000  
YEN!

WELL, SINCE  
YOU'RE HERE  
NOW...YOU'LL PLAY  
A GAME BEFORE  
YOU LEAVE,  
WON'T YOU?





Let's go  
home.  
Play me.



Hikaru...

OHO!  
CHEEKY  
BOY!

HA  
HA...



Hikaru.  
I...

COME  
ON, SAI.

I SHOULD  
PLAY  
GRANDPA  
WHENEVER  
I GET THE  
CHANCE!



You can  
play your  
grandfather  
anytime.



WHAT ARE  
YOU TALKING  
ABOUT?  
YOU'RE THE  
ONE I CAN  
PLAY  
ANYTIME.





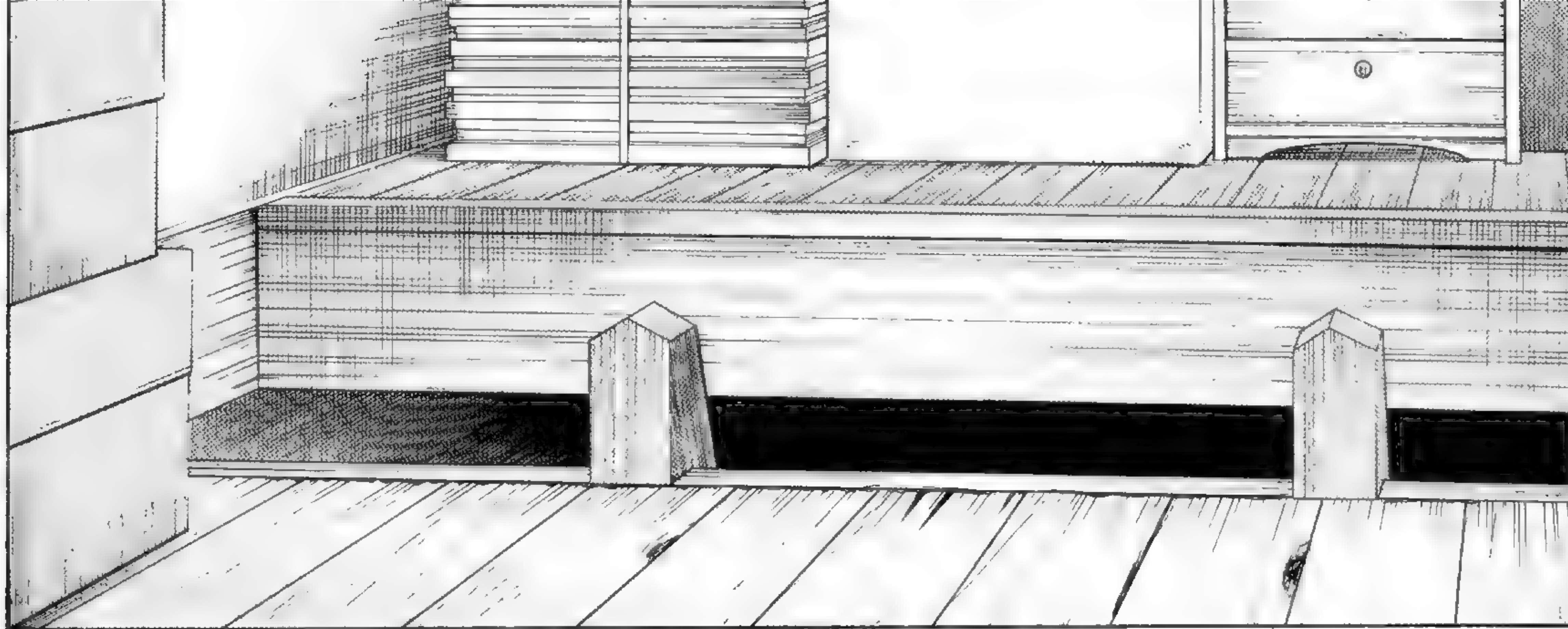
Hikaru!



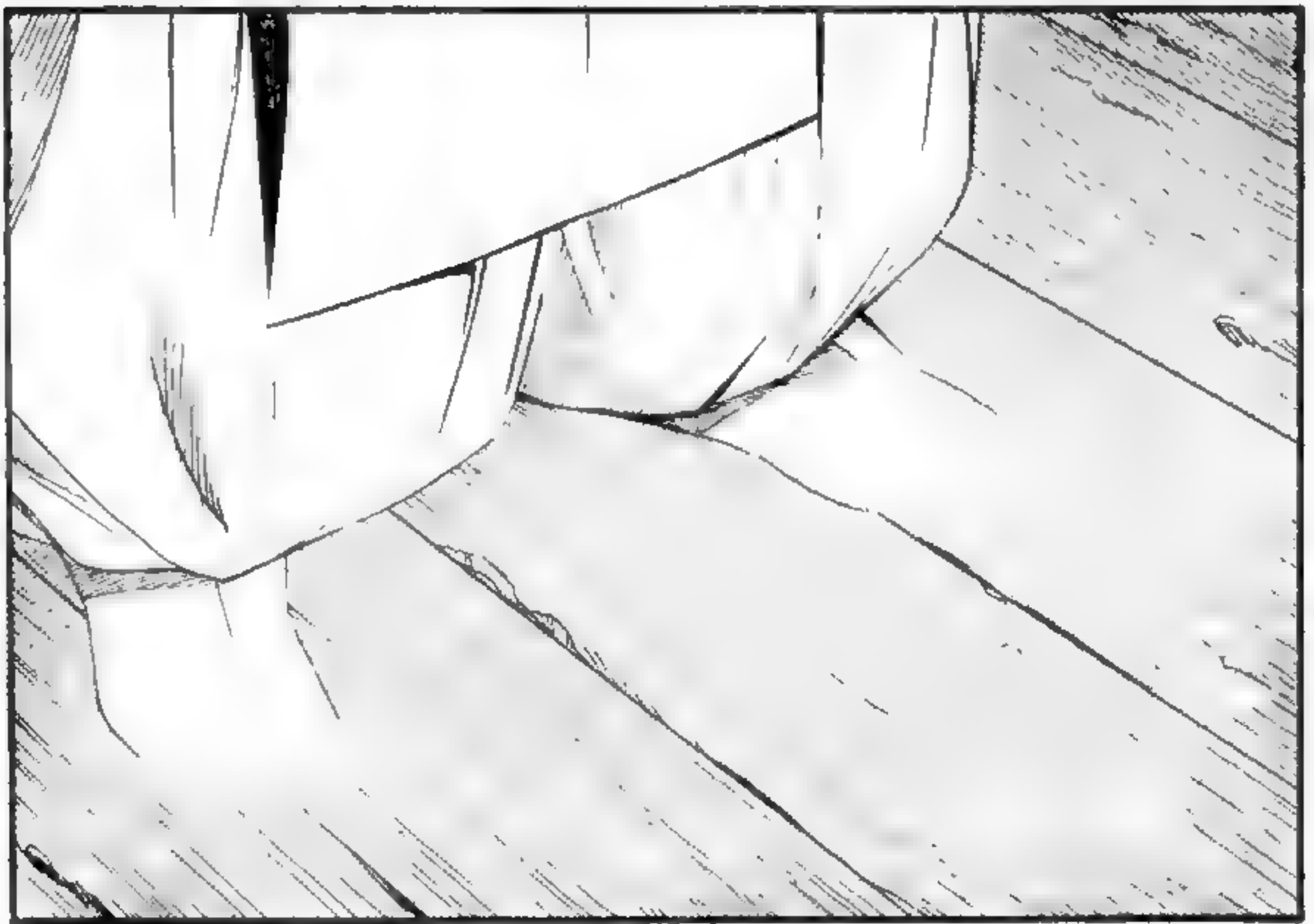
Soon  
I will  
disappear!















\*Suimeikan Hotel







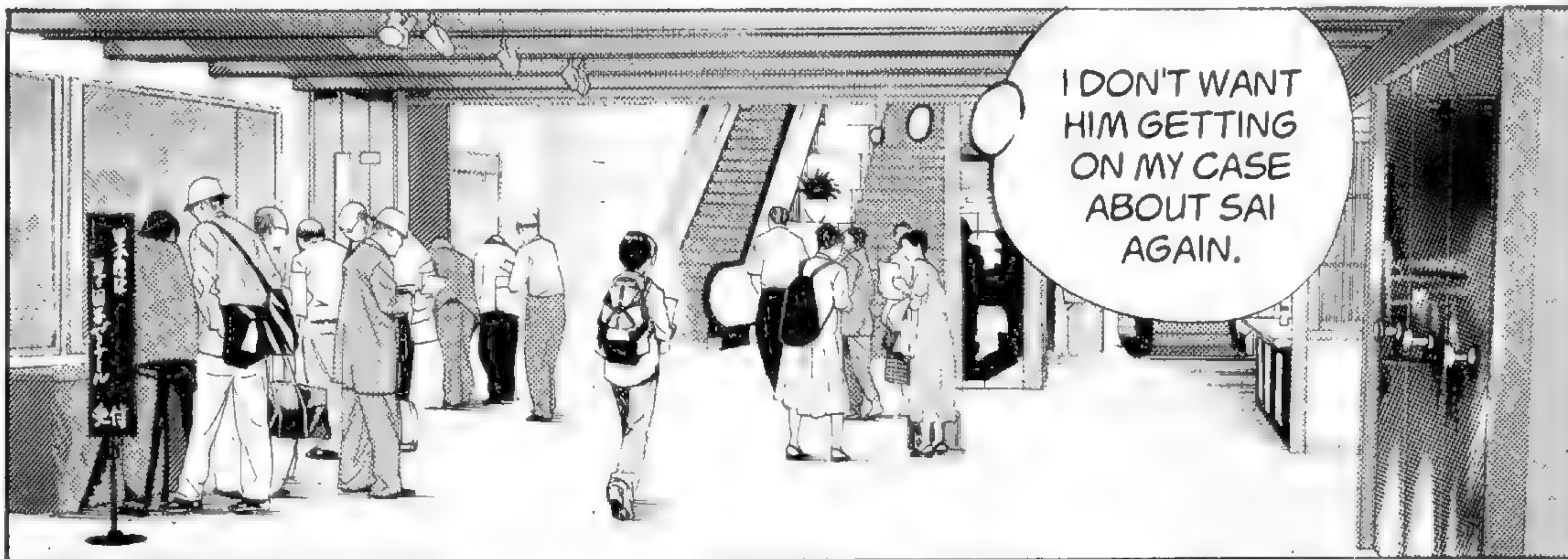
OH!  
I BETTER  
KEEP MY  
DISTANCE  
...

OGATA  
SENSEI'S  
COMING  
TOO.

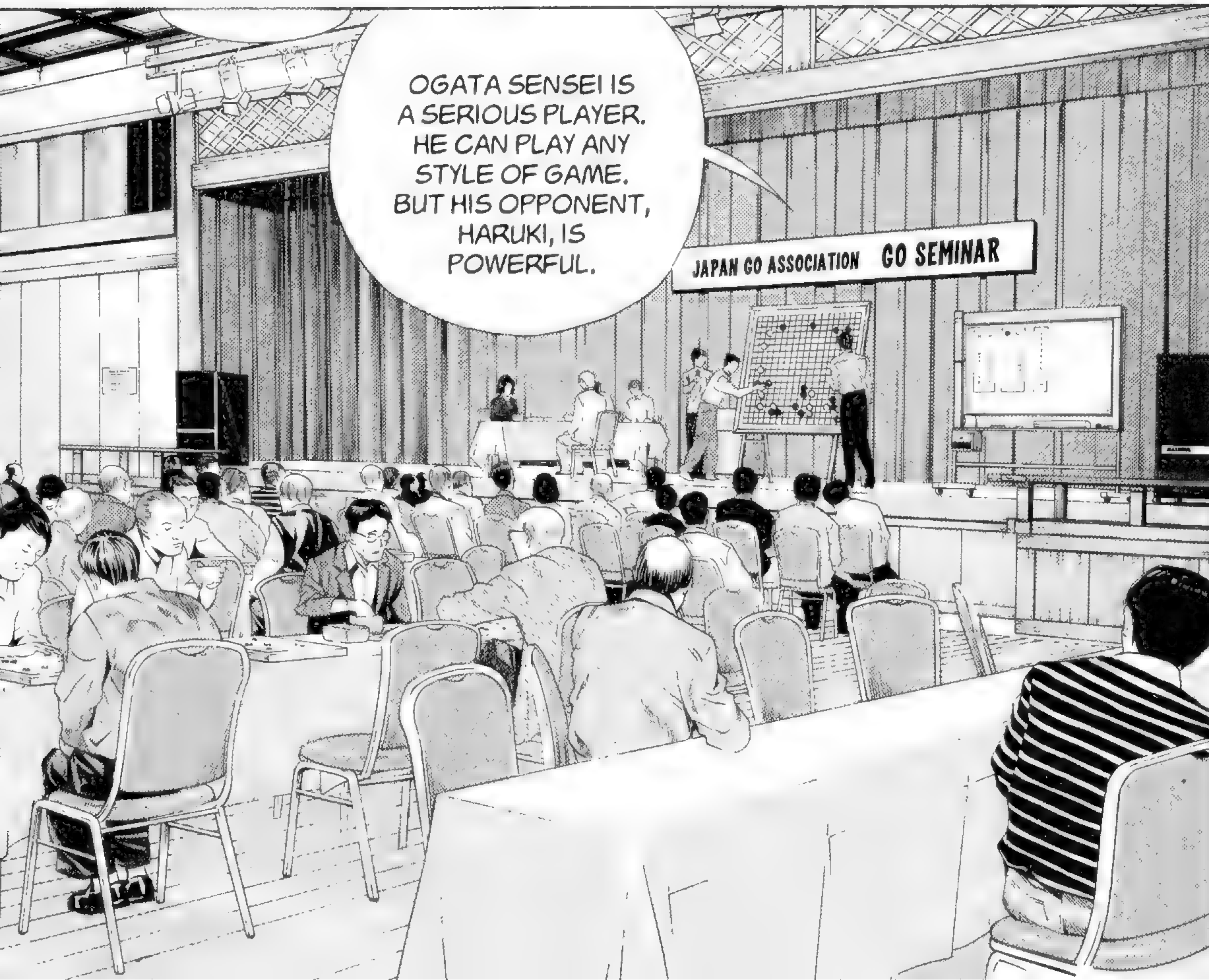


HERE'S  
THE  
SCHEDULE.

YOU'RE IN  
ROOM 303  
WITH  
NAGAE AND  
YOKOI.



I DON'T WANT  
HIM GETTING  
ON MY CASE  
ABOUT SAI  
AGAIN.



OGATA SENSEI IS  
A SERIOUS PLAYER.  
HE CAN PLAY ANY  
STYLE OF GAME.  
BUT HIS OPPONENT,  
HARUKI, IS  
POWERFUL.

JAPAN GO ASSOCIATION GO SEMINAR





YES.  
RYOKO ALWAYS  
TAKES HER  
OPPONENT OUT  
BY FORCE.  
THAT'S HER  
STYLE.



SO FAR, I'D SAY  
SHE'S BEEN ABLE  
TO PLAY VERY MUCH  
IN HER OWN STYLE.  
SHE DOESN'T  
APPEAR TO BE  
INTIMIDATED BY  
OGATA SENSEI.



BUT I'D  
BETTER  
KEEP QUIET  
OR OGATA  
SENSEI WILL  
CHEW ME  
OUT LATER.

I'M NOT  
SURE THAT  
WAS SUCH  
A GREAT  
MOVE.



AND NOW WE HAVE  
OGATA SENSEI  
MOVING LIKE SO...  
IN RESPONSE TO  
HARUKI'S MOVE.  
HMM.

COMMENTATOR:  
ASHIWARA  
HIROYUKI  
4 DAN

ASSISTANT:  
NISHIKAWA  
EMI  
3 DAN

HARUKI RYOKO  
SHODAN

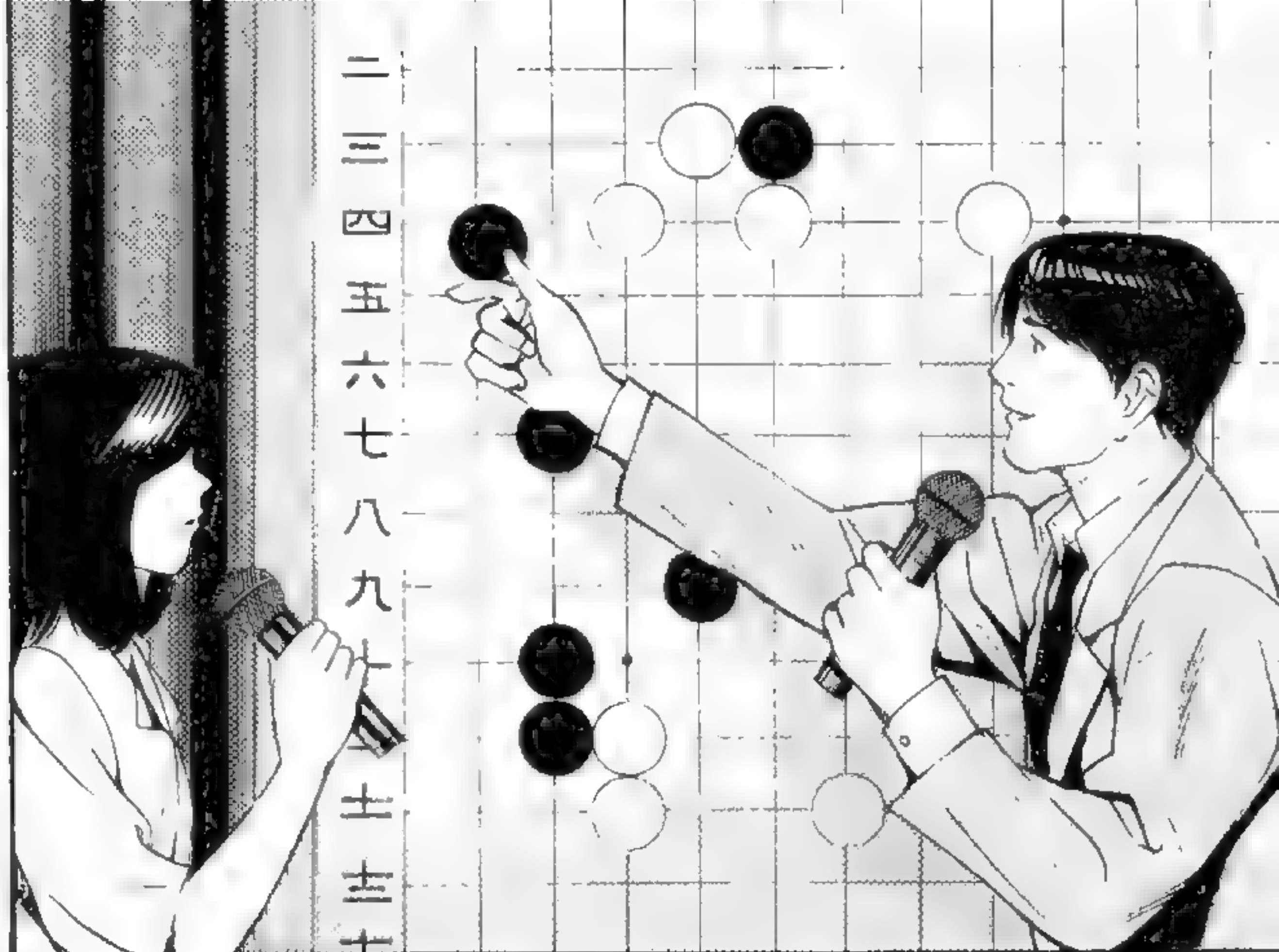
OGATA SEIJI  
JUDAN

OPEN  
SPEED  
GO

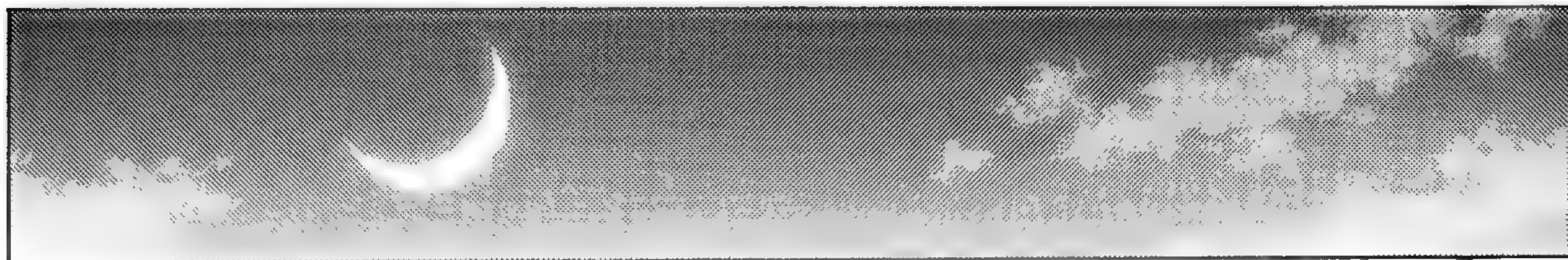








[VERTICAL: NUMBERS FROM 2-13]



SO THIS  
DESCENT  
WON'T  
WORK RIGHT  
AWAY, BUT...







IF IT'S JUST ABOUT GETTING OUT, THERE ARE LOTS OF POSSIBILITIES... BUT THAT'S NOT ENOUGH.

I HAVE ANOTHER GOAL IN MIND...

I GET IT.

OH...



THE CURRENT CROP OF JAPANESE PLAYERS IS AN EMBARRASSMENT!

...BUT OVERSEAS TOO!

I BEAT A KOREAN INSEI ONCE BEFORE I TURNED PRO.



SO, KID... YOU'RE IN JUNIOR HIGH AND ALREADY A PRO. PRETTY IMPRESSIVE.



GO GET 'EM! NOT JUST IN JAPANESE TOURNAMENTS...

HIKARU SHINDO, IS IT? I'LL BE ROOTING FOR YOU FROM NOW ON.





HUH?



IF HE WAS  
THAT GOOD,  
THEN HE  
MUST BE A  
PRO NOW  
TOO.

NO WAY.  
SUYONG  
WAS  
STRONG!

OH YEAH?  
MUST'VE  
BEEN THE  
WEAKEST  
INSEI IN  
KOREA!



OF  
COURSE  
HE DID.

OH...RIGHT.  
HE PROBABLY  
WENT PRO  
JUST LIKE  
I DID.



YOU DON'T  
HAVE TO  
LOOK SO  
SHOCKED.

AGH!  
OGATA  
SENSEI!



STILL  
PLAYING?  
IT'S  
LATE.









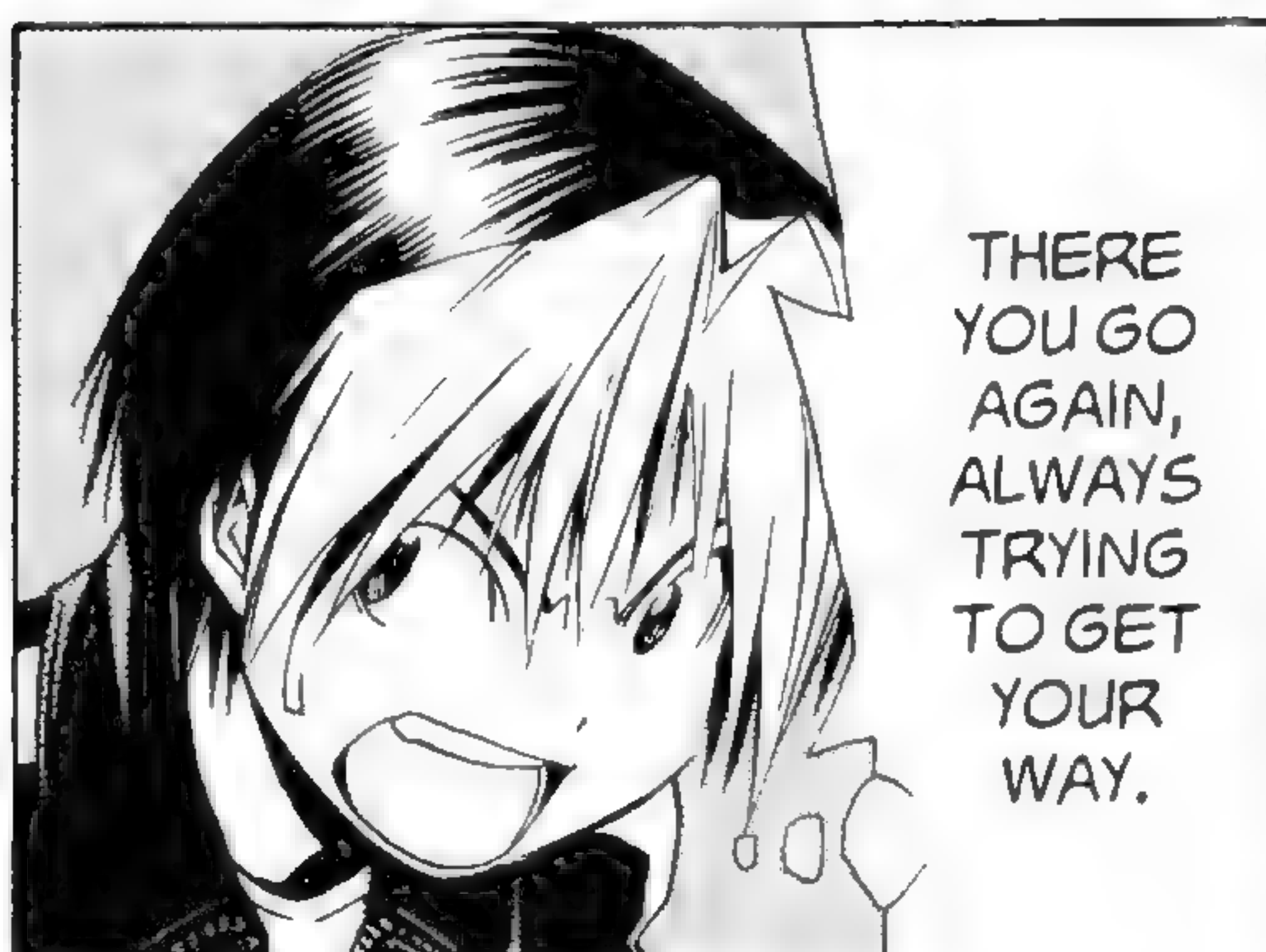
OGA—



GAK



LET ME  
PLAY  
SAI.



THERE  
YOU GO  
AGAIN,  
ALWAYS  
TRYING  
TO GET  
YOUR  
WAY.



Hikaru...  
Let's  
play  
him.

O-OGATA  
SENSEI!  
I TOLD YOU,  
I DON'T  
KNOW SAI.



He's so  
drunk,  
it won't  
matter!

It won't be  
a serious  
game  
anyway.













PLAY A  
GAME WITH  
ME NOW.



NOW?



HEY!

SO NOW YOU  
HAVE TO DO  
ONE THING  
THAT I ASK.



FINE... I'LL  
JUST HAVE  
TO SETTLE  
FOR YOU.



HA HA HA

WHAT'S THE  
POINT OF  
PLAYING HIM  
IN THAT  
CONDITION?



OKAY.

I'VE GOT A  
BOARD AND  
STONES  
ALREADY.

YOU'RE  
ROOMING WITH  
TWO OTHERS,  
RIGHT?  
LET'S GO TO  
MY ROOM.  
THERE'S ONLY  
ASHIWARA IN  
THERE.









I'm the one  
who is about  
to disappear!  
Why Hikaru?!



Why  
Hikaru?!  
Why only  
Hikaru?!



I cannot  
suppress my  
jealousy of  
Hikaru.  
He has a future  
ahead of him.



And  
that is  
not all...





...to  
leave  
Hikaru.

I do  
not  
wish...



...to  
leave  
Torajiro  
either.

I did  
not  
wish...





I remember  
what he said  
to me on his  
deathbed...

*"Forgive  
me,  
Sai."*

I did not  
wish to  
leave  
him...



I did not  
want to  
leave...





# A WORD ABOUT HIKARU NO GO

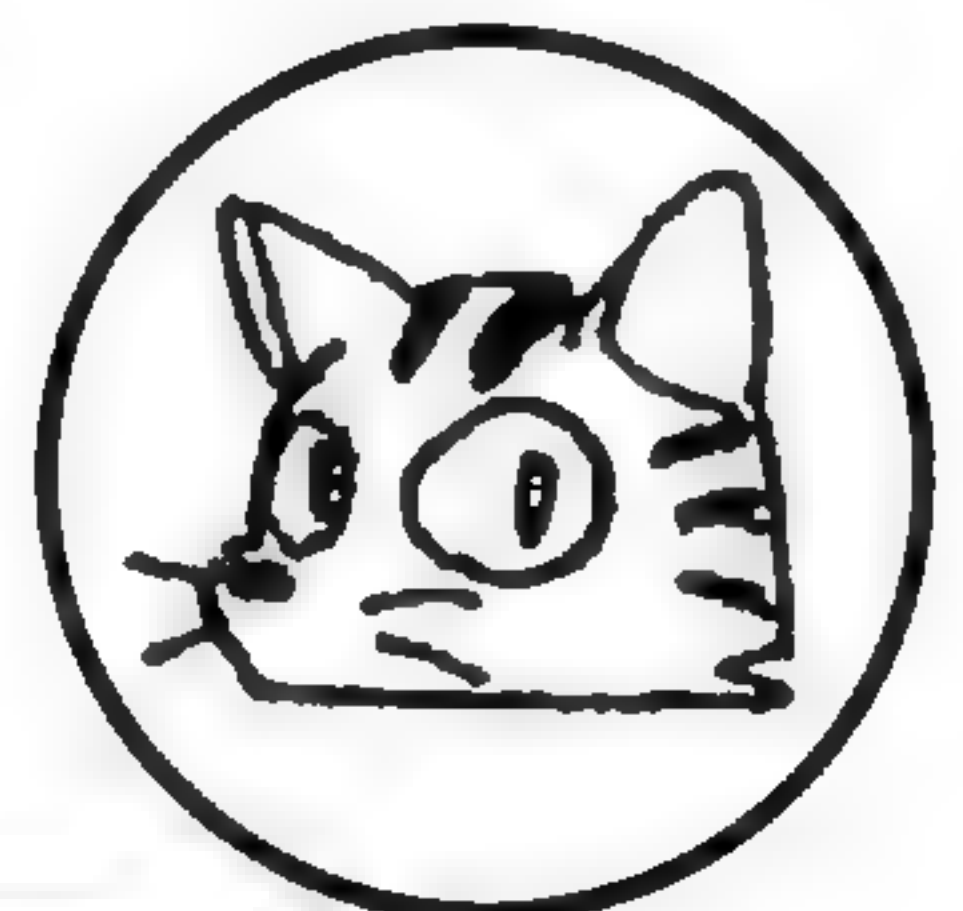
## GO SEMINAR



GO SEMINARS ARE GO GETAWAYS THAT HAPPEN A FEW TIMES A YEAR AND ARE ATTENDED BY GO FANS. THERE ARE MANY KINDS, RANGING FROM ONE NIGHT AT A NEARBY ONSEN SPA TO A WEEK IN EUROPE OR CHINA.

THEY ARE OPPORTUNITIES TO HANG OUT WITH PROS AND DO NOTHING BUT PLAY GO.

YOU CAN FIND BOTH TIPSY TITLE HOLDERS AND TENDER YOUNG PROS IN THEIR TEENS AT THESE EVENTS... REALLY! IT'S TRUE!





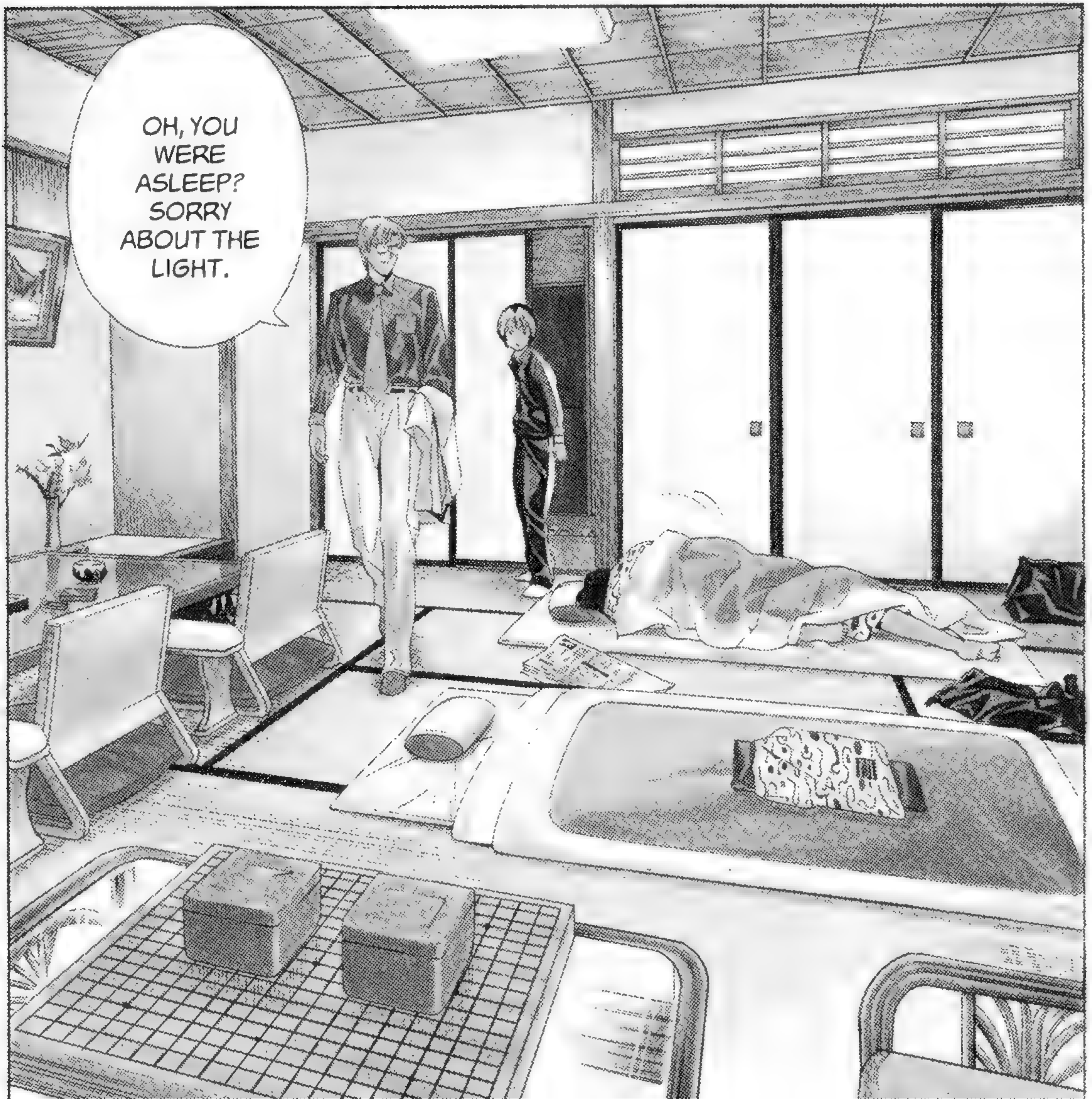
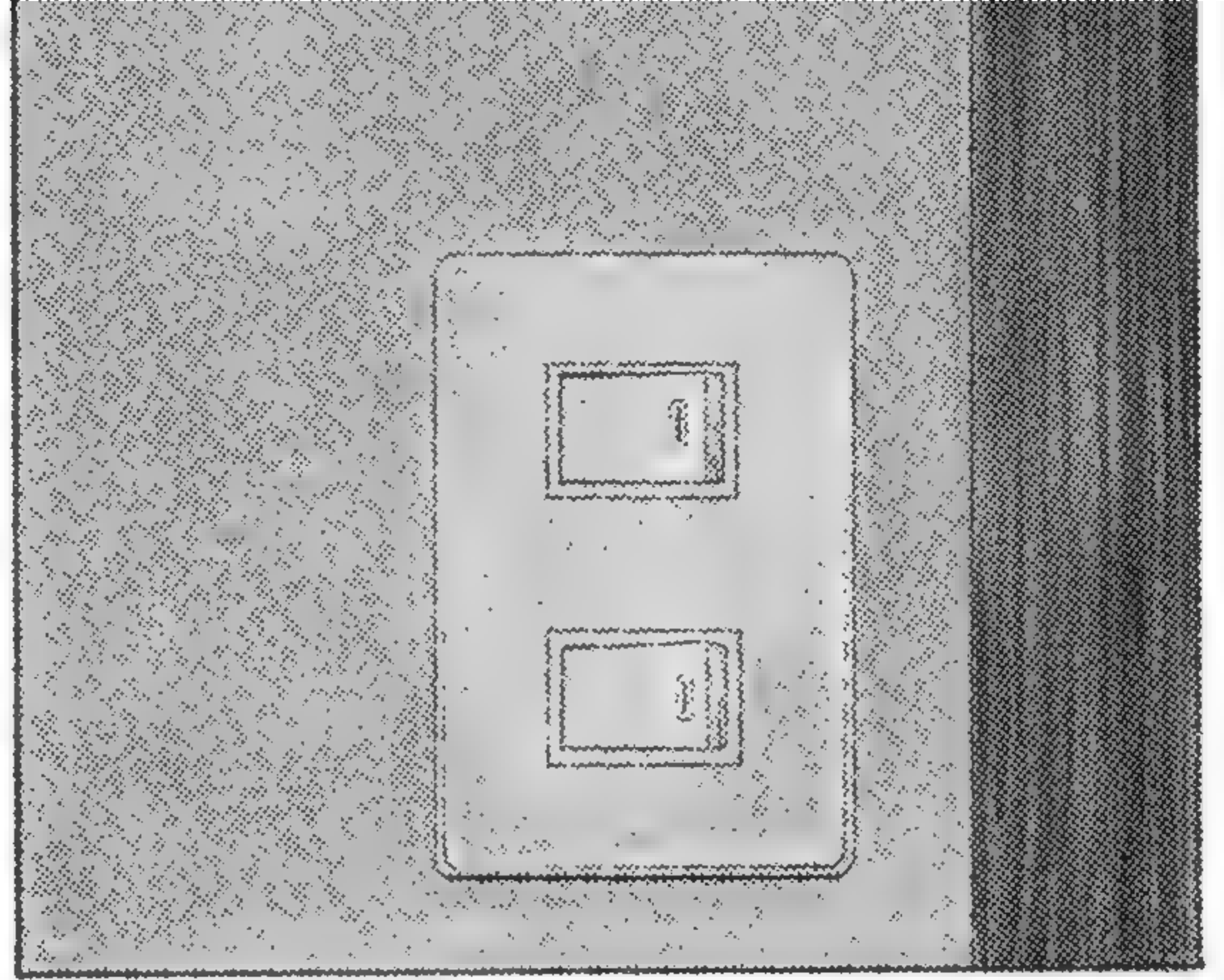
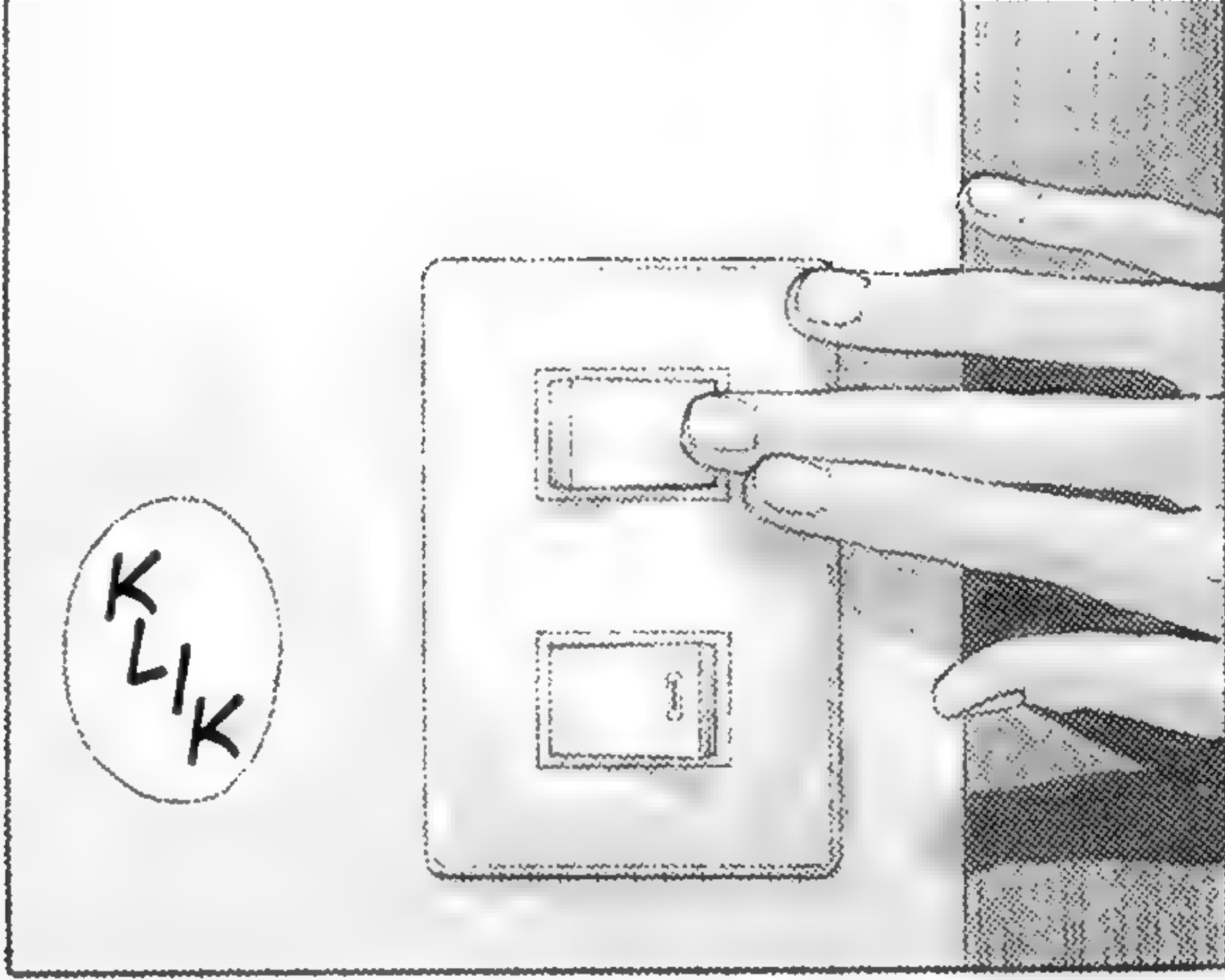
Soon  
I will be  
gone.

I'm  
sorry,  
Hikaru.

K  
K  
K

Game 124: "Sayonara"









**Game 124 "Sayonara"**

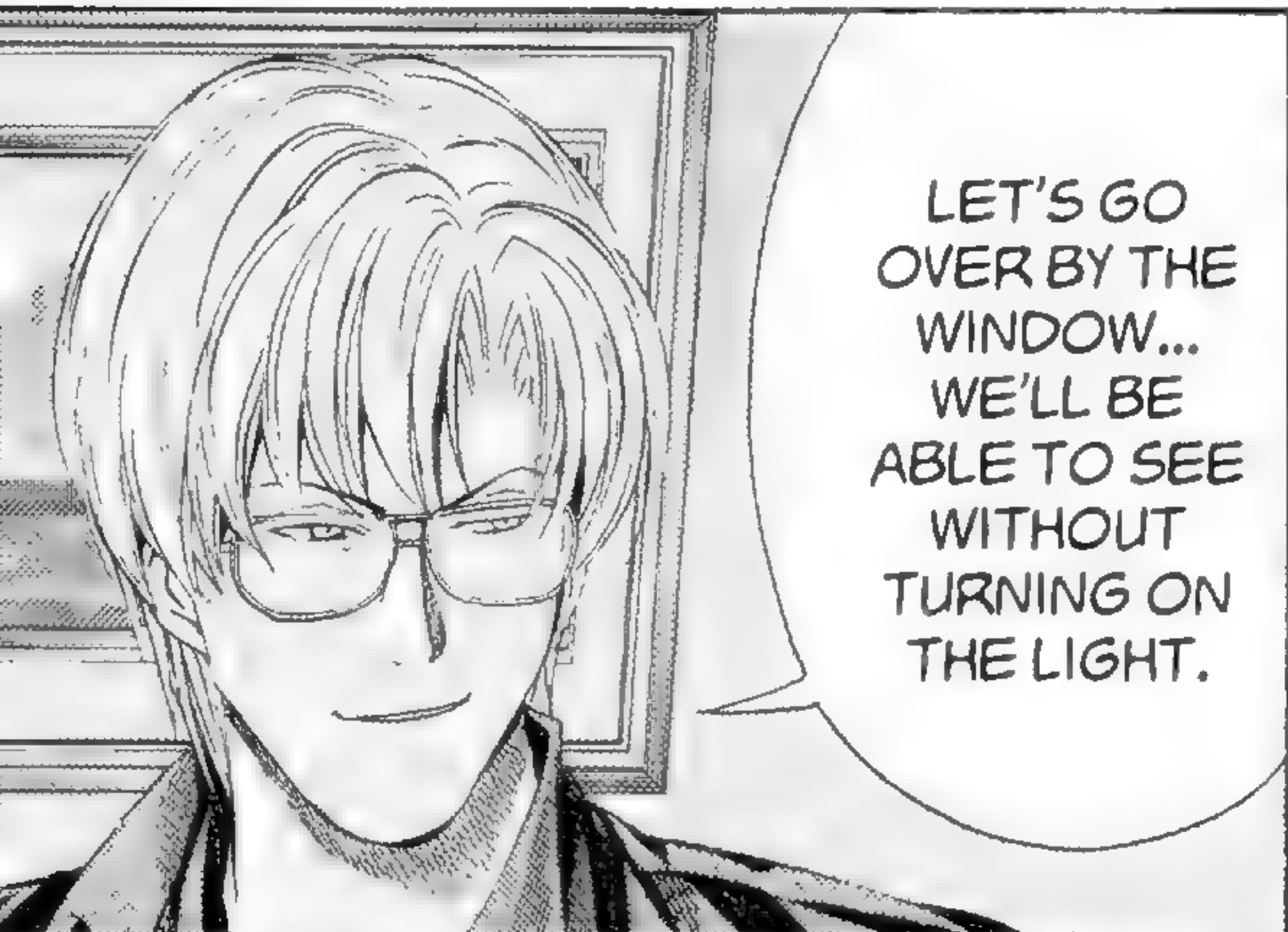
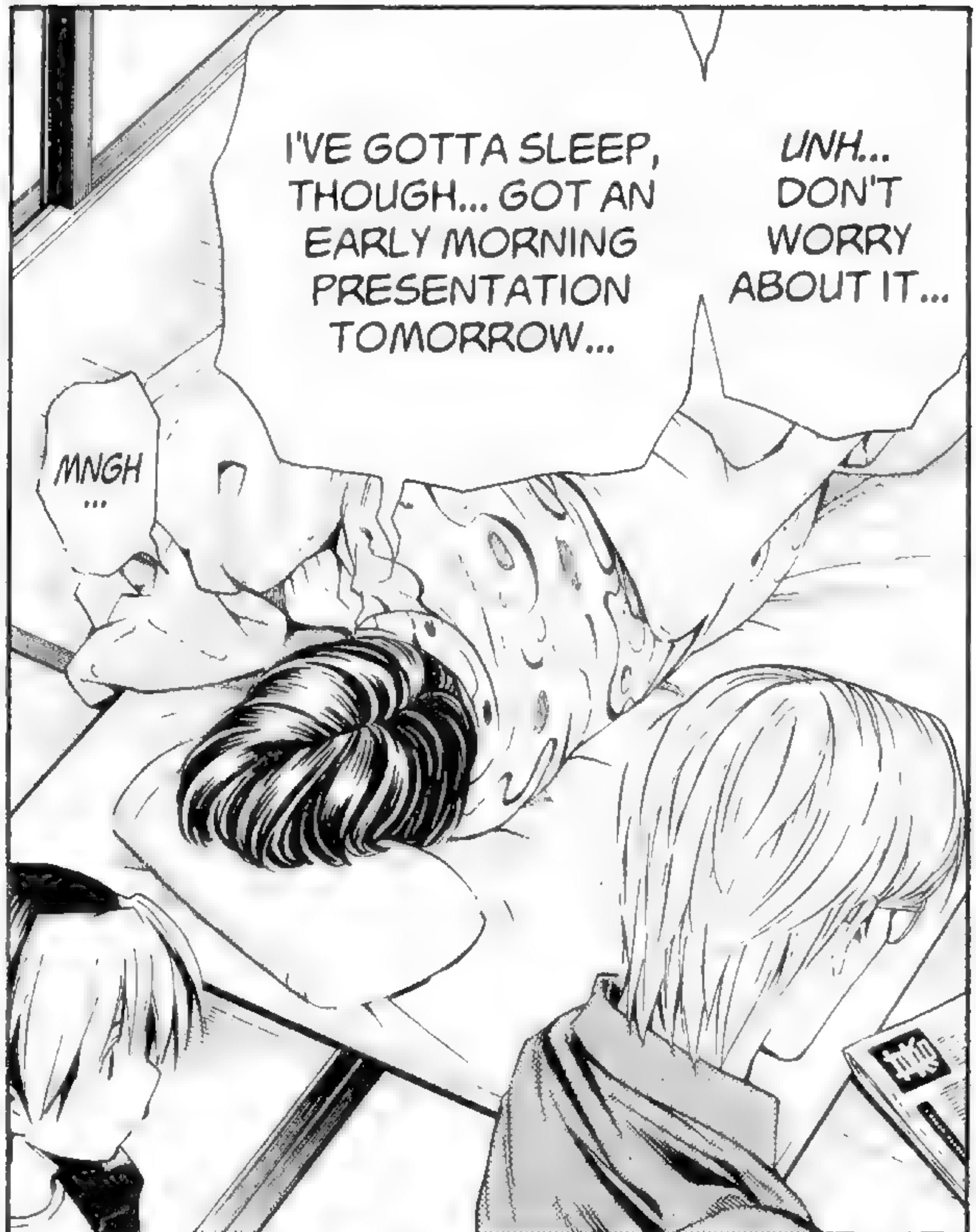
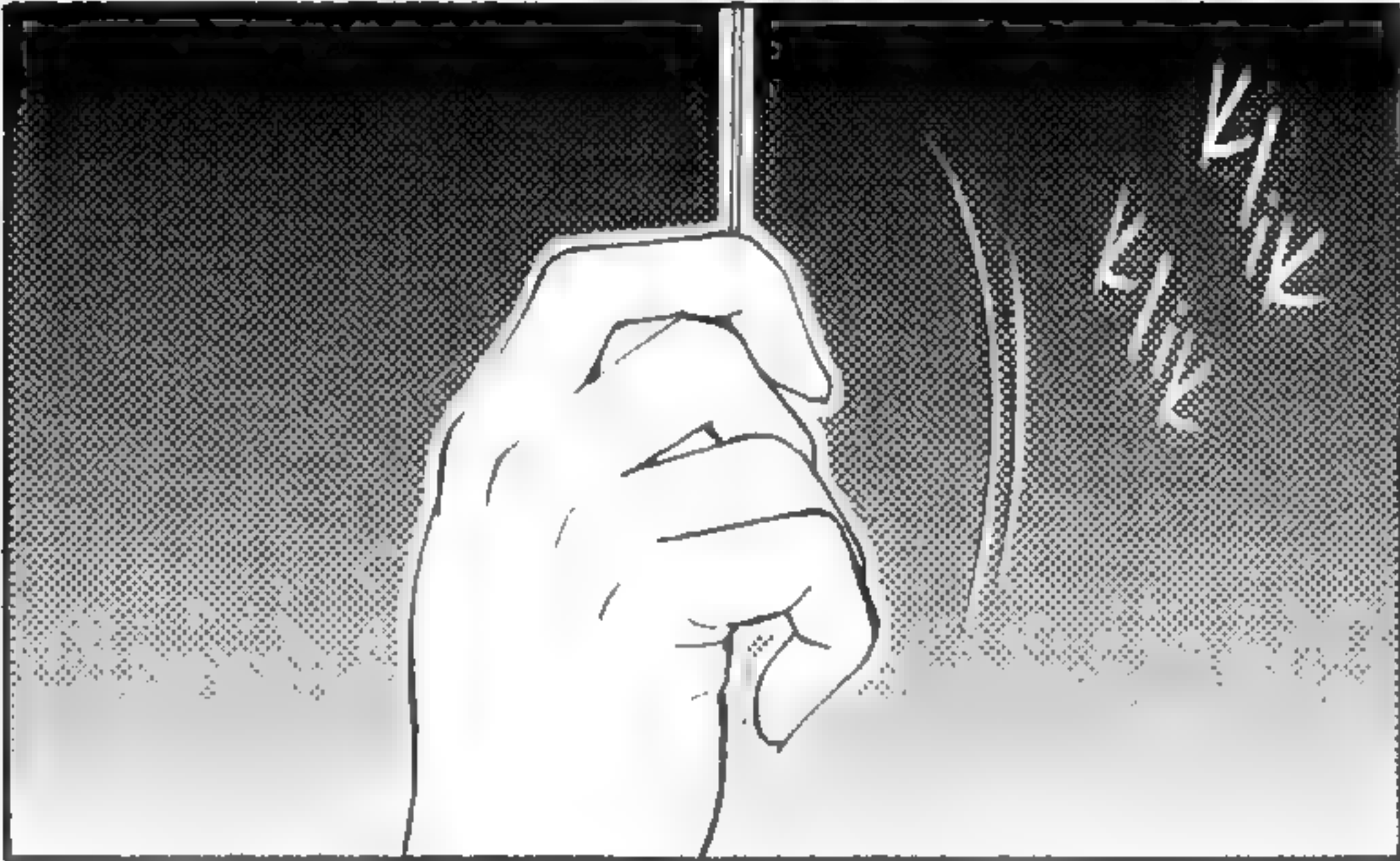




**HIKARU**

**SHINDO**









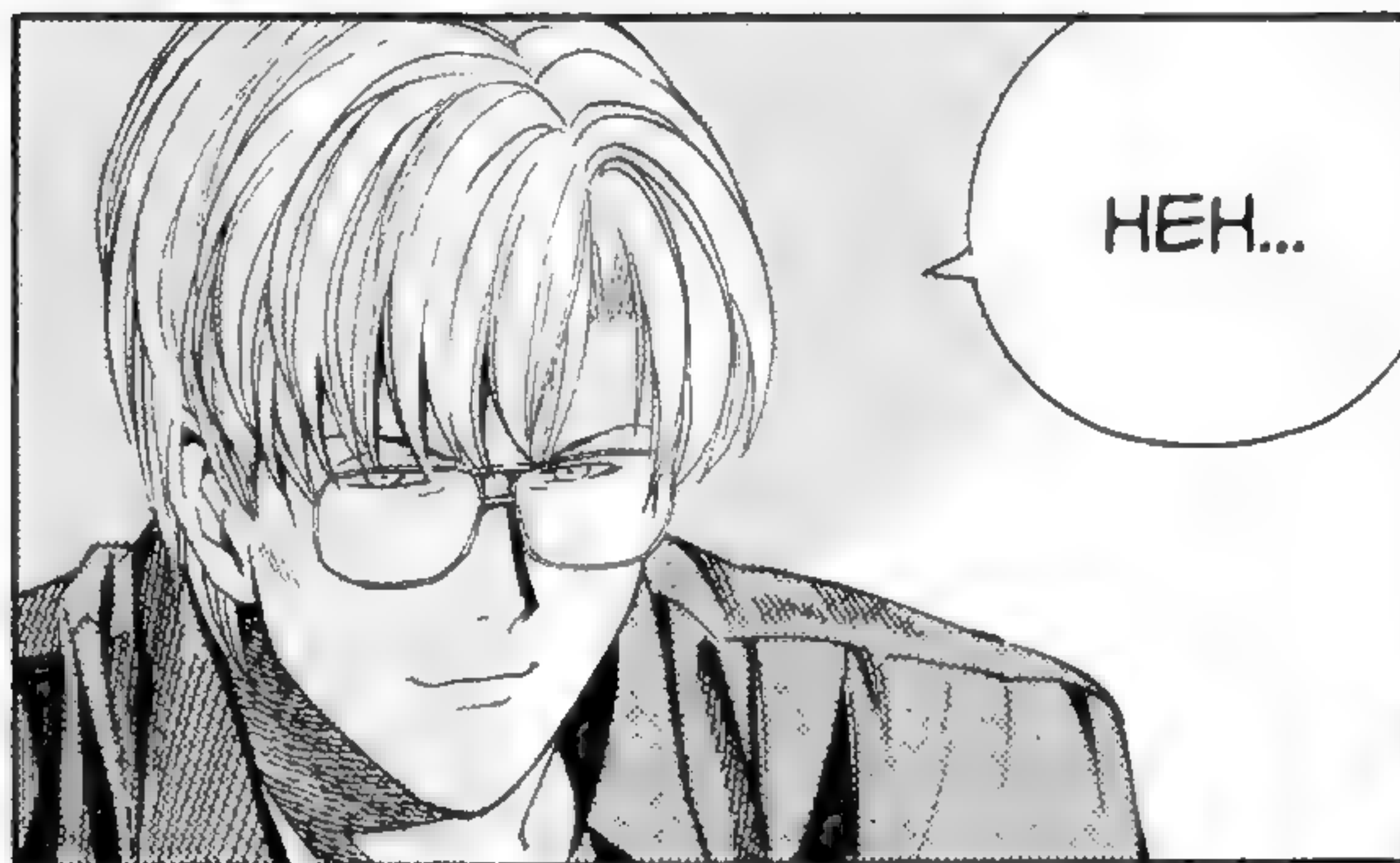




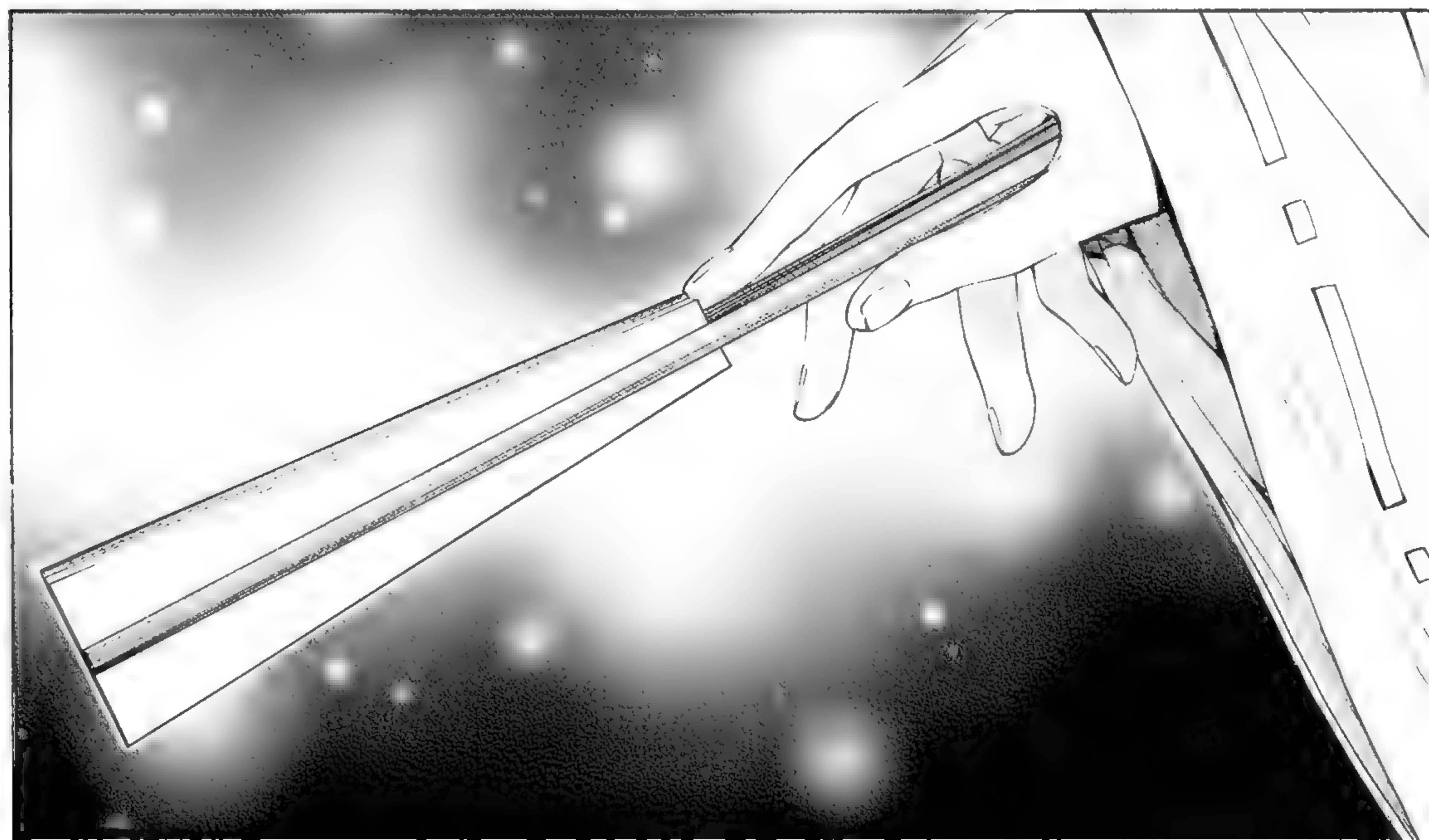




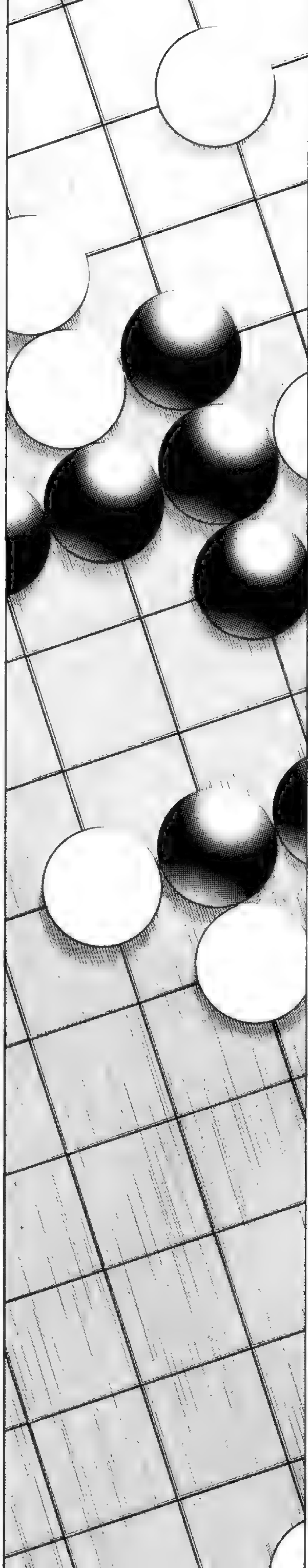




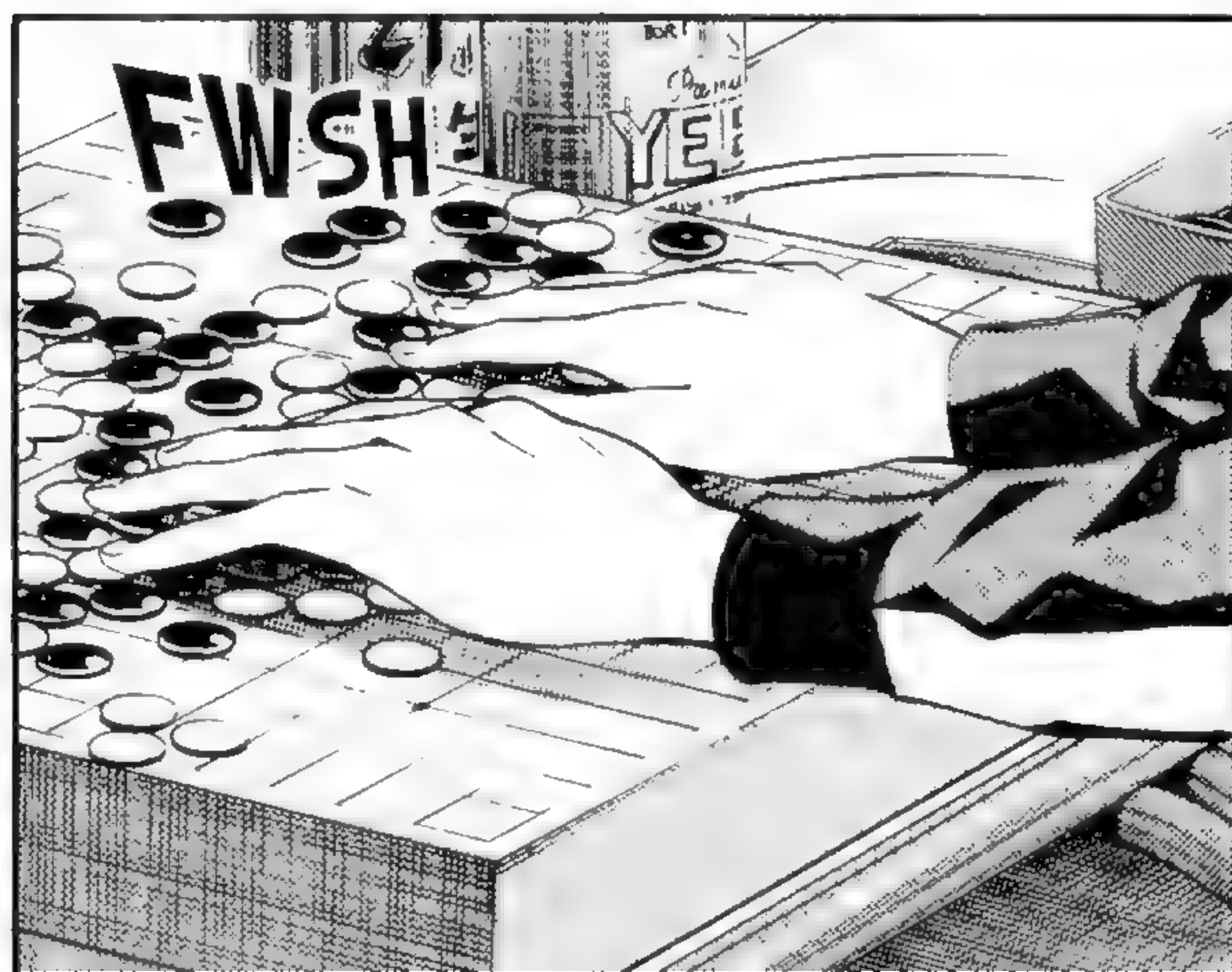




















...AND THE GAME DETERIORATED.

BUT... I MADE A BAD MOVE...



BUT I'D BE IN TROUBLE IF HE WAS WITH IT ENOUGH TO SOMEHOW SENSE HE WAS ACTUALLY PLAYING SAI.

KCHK



WAS IT A WASTE TO LET HIM PLAY SAI NOW...?

I GUESS YOU HAD ONE DRINK TOO MANY.

KCHK



GOOD NIGHT.

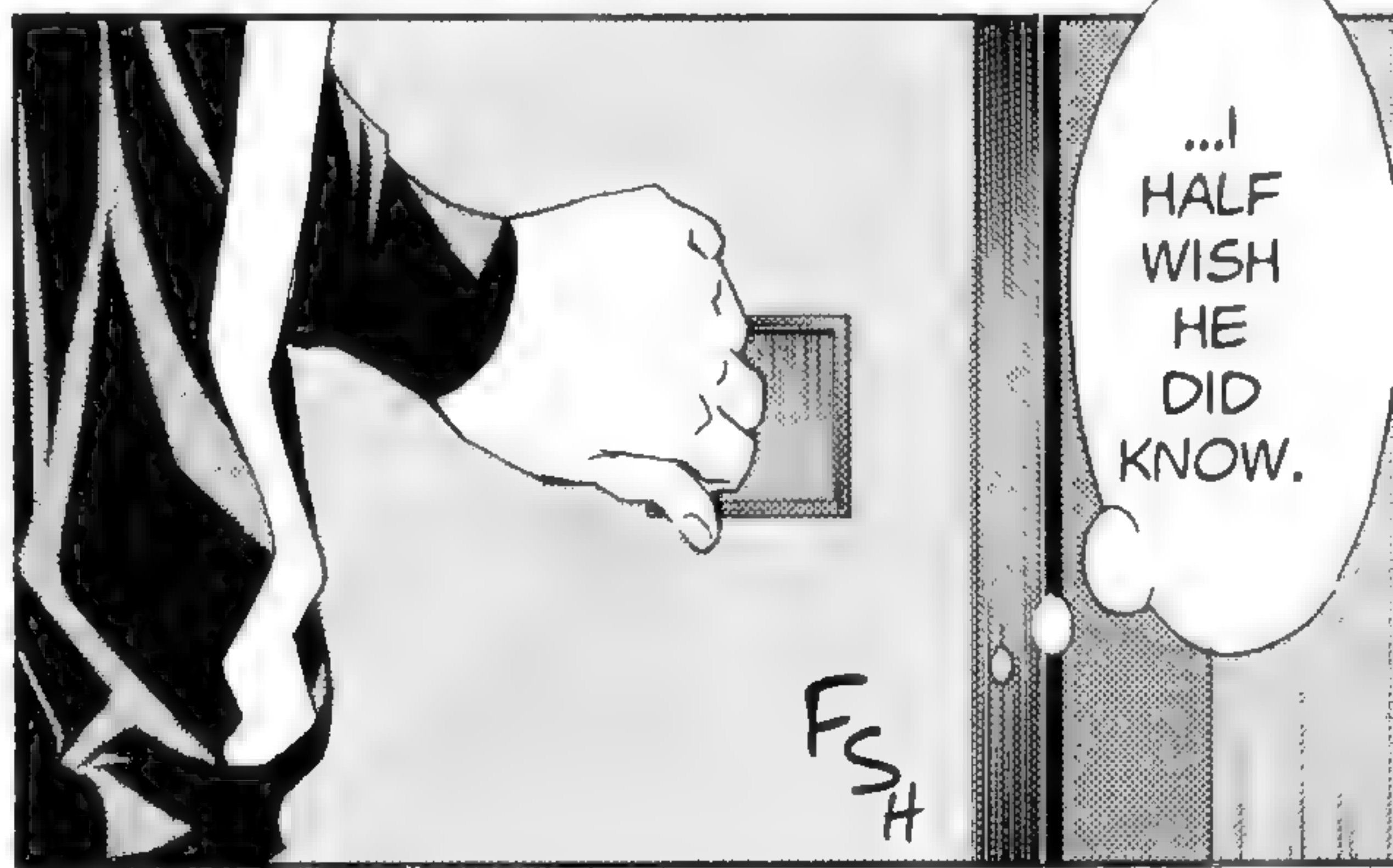
BUT STILL ...

THE GUY'S SLOSHED THOUGH. I'VE GOT NOTHING TO WORRY ABOUT.



GETS ME THINKING... IT'S AS IF...

SUCH EXPERT PLAYING...



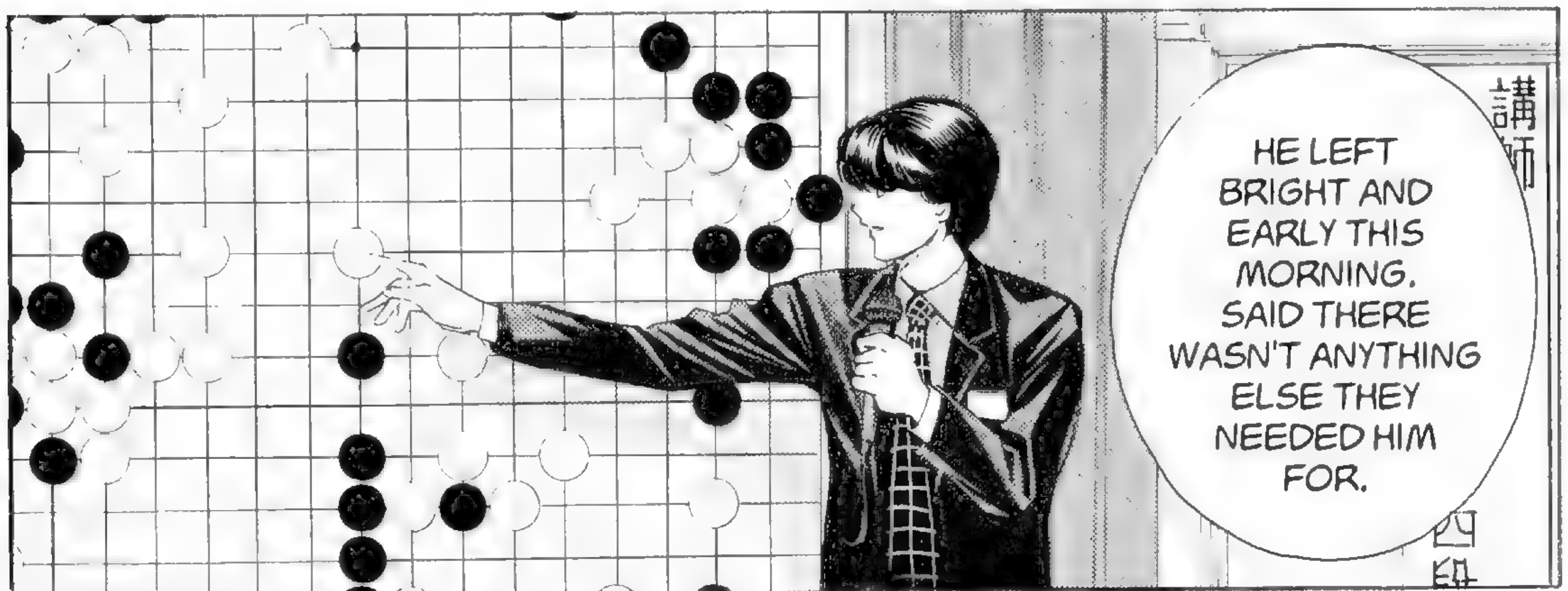
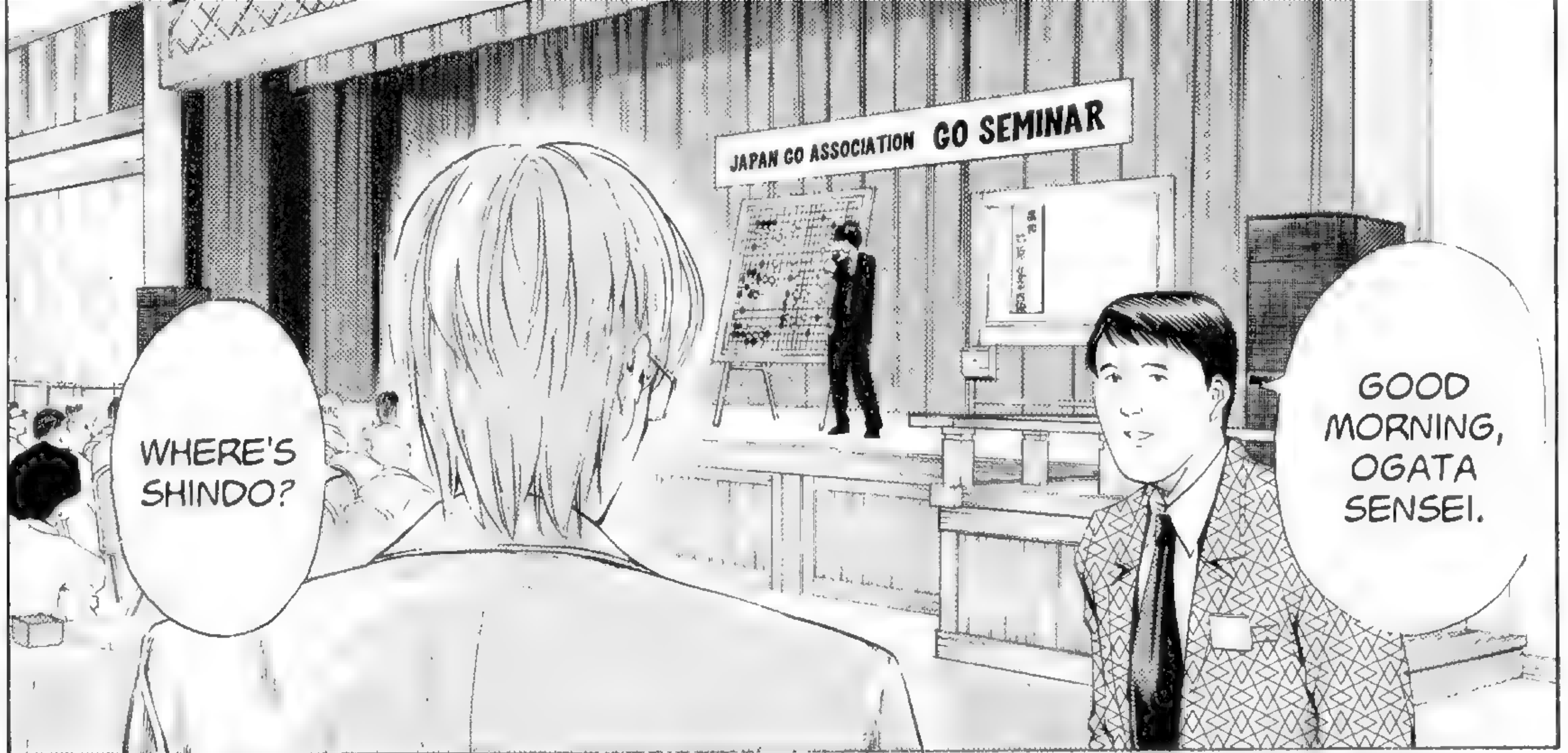
...I HALF WISH HE DID KNOW.

FSH

















ONE GAME.  
THEN I'M  
TAKING A  
NAP.  
GOT IT?



K  
T  
N  
K  
J  
A  
N  
G  
L  
E

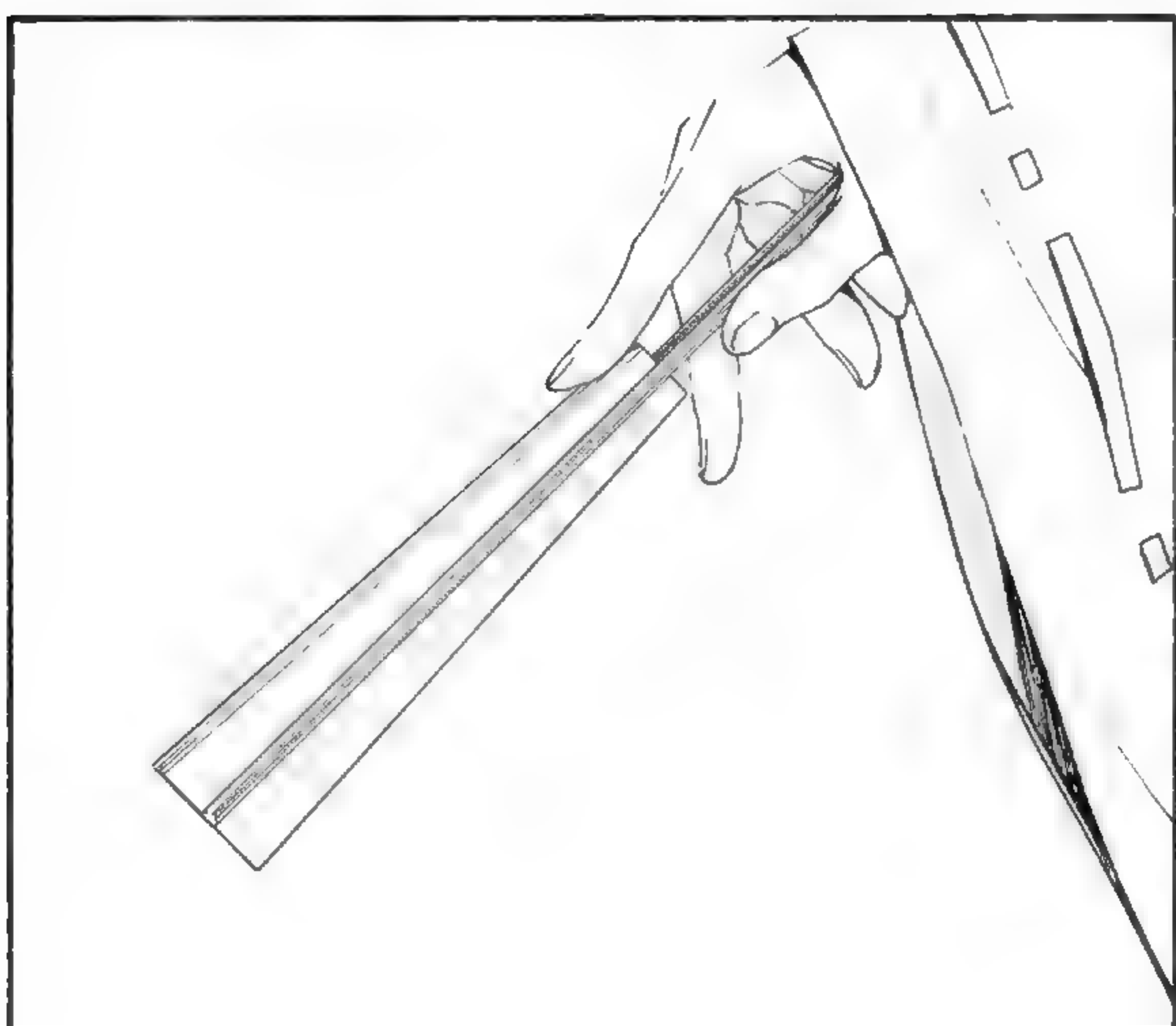


DON'T YOU  
EVER WORRY  
ABOUT  
RUNNING ME  
INTO THE  
GROUND!?



SIT  
DOWN.

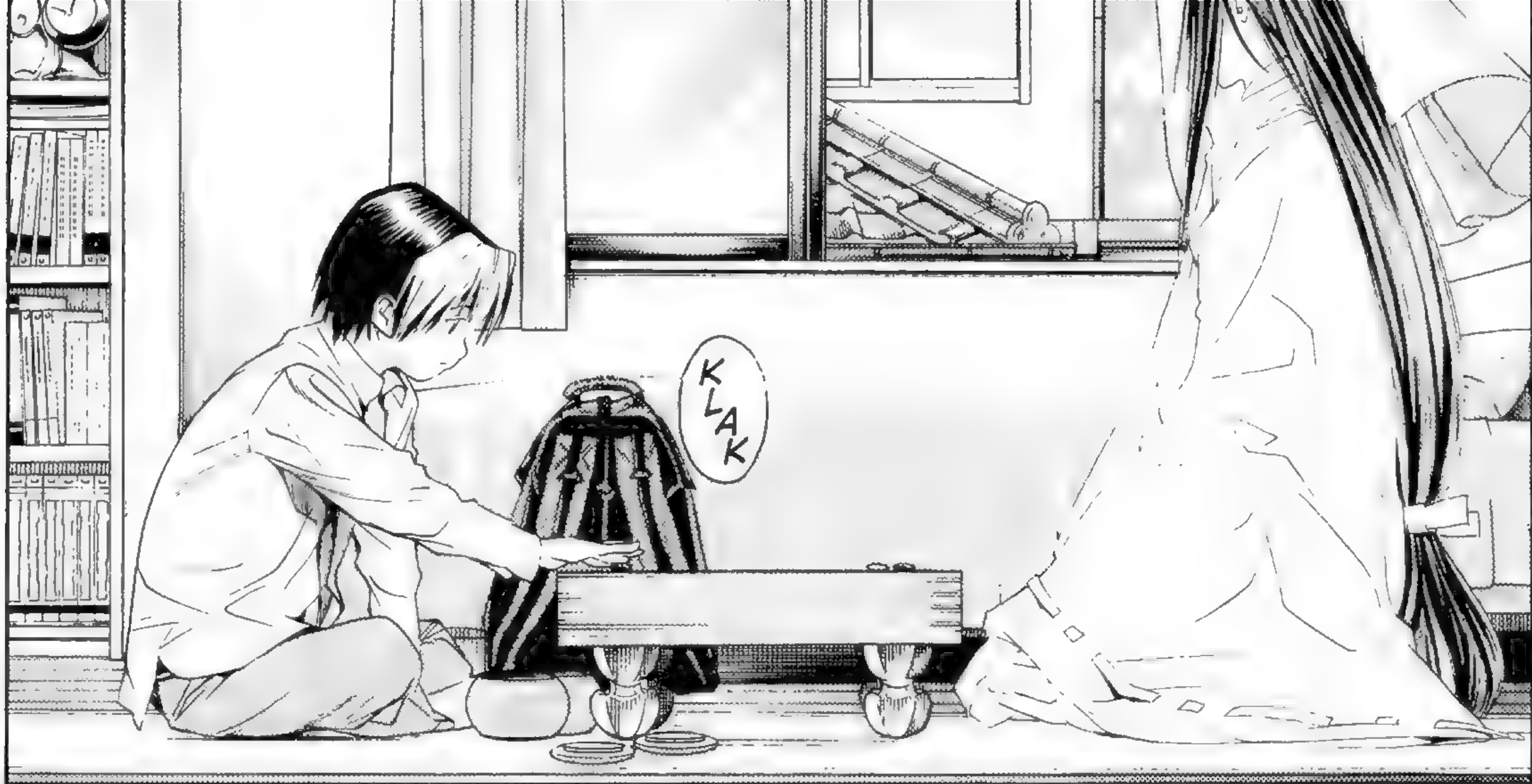
J  
A  
N  
G  
L  
E



HERE  
GOES...

K  
L  
A  
K





If one were to  
say Torajiro  
existed for  
my sake...



YAWN



...Torajiro  
lent me his  
physical  
presence.

One  
hundred  
forty years  
ago...



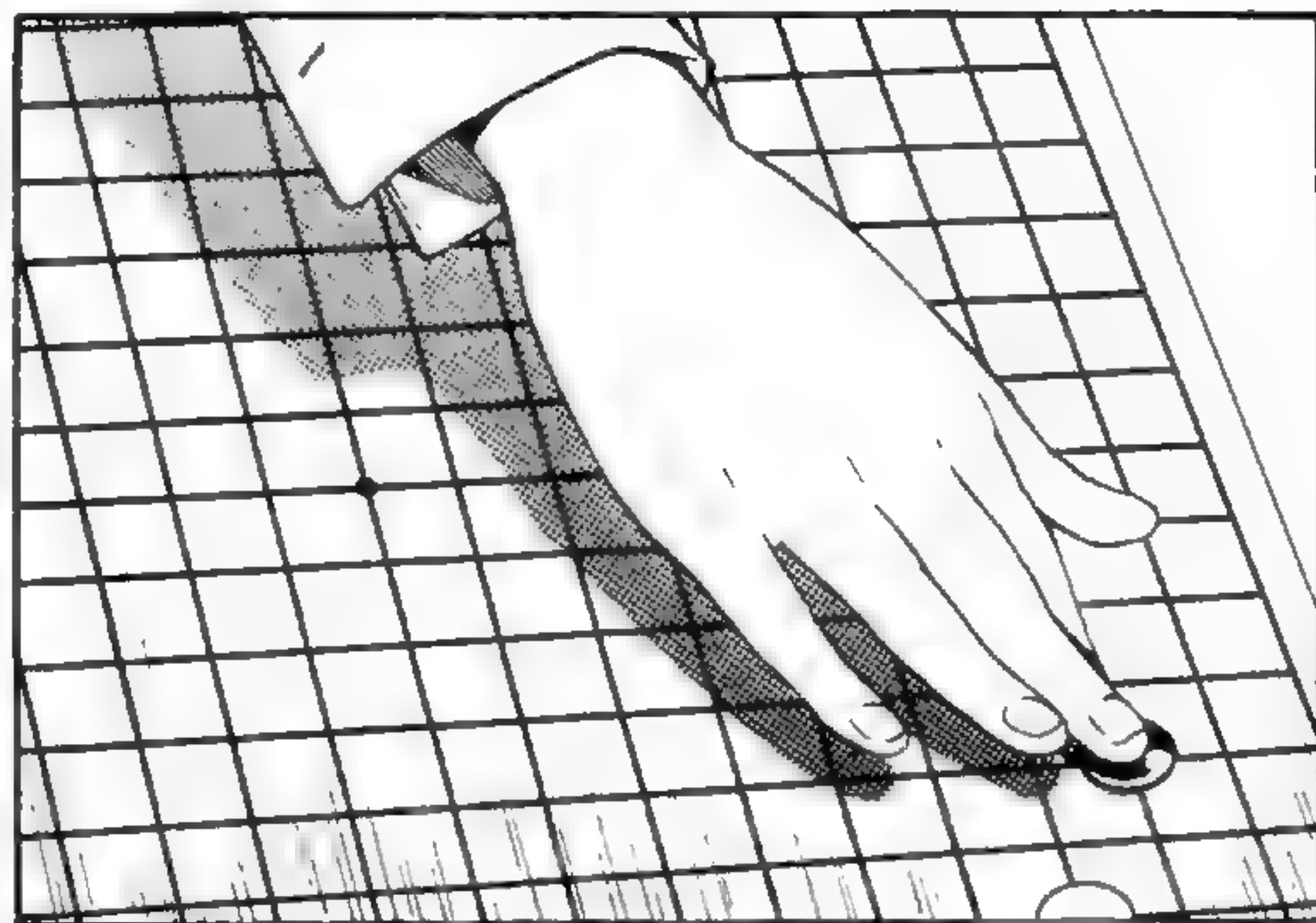
...then  
I have  
existed for  
Hikaru's  
sake.





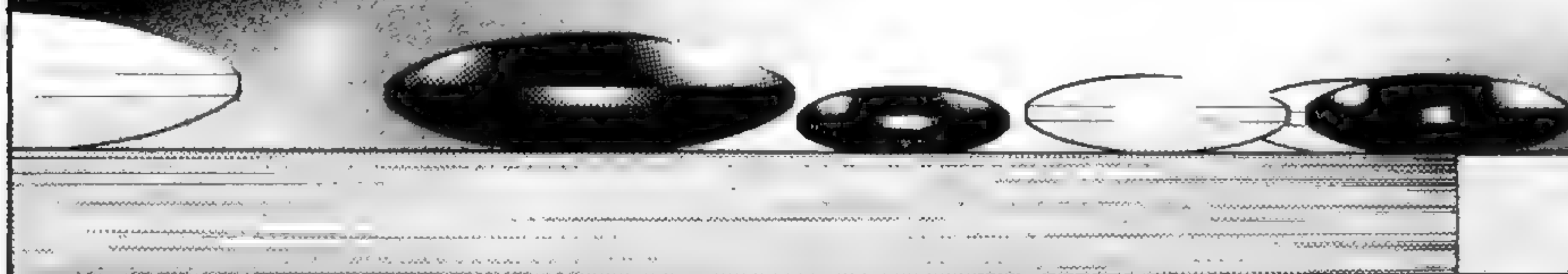
...Hikaru  
will exist  
for  
someone  
else.

And in  
turn...



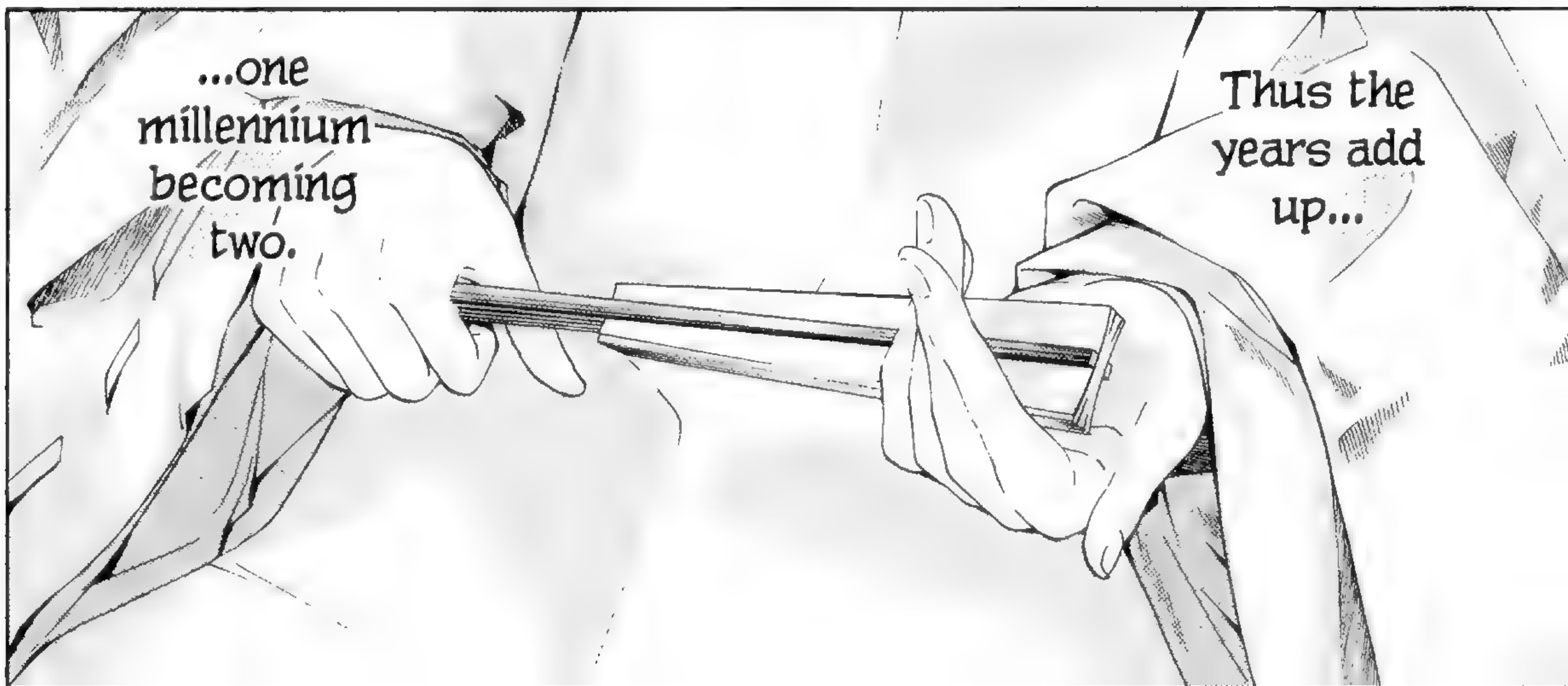
...in turn,  
will do so for  
another.

And that  
person...

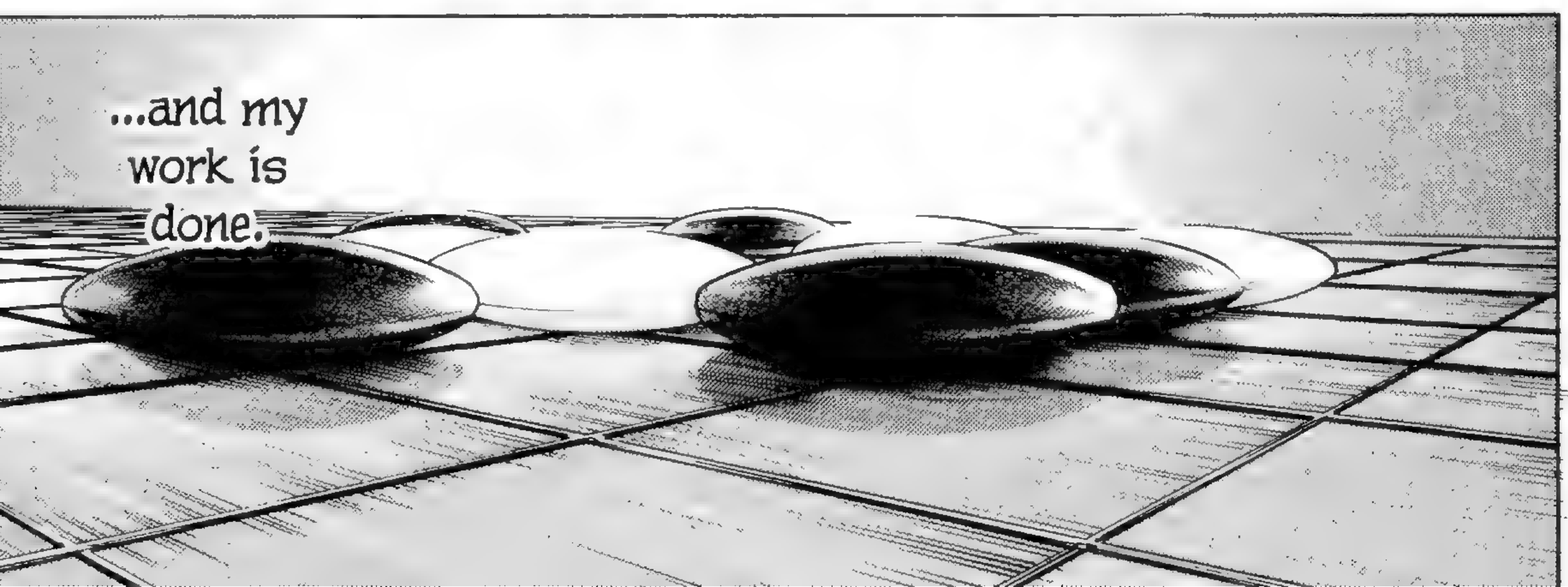
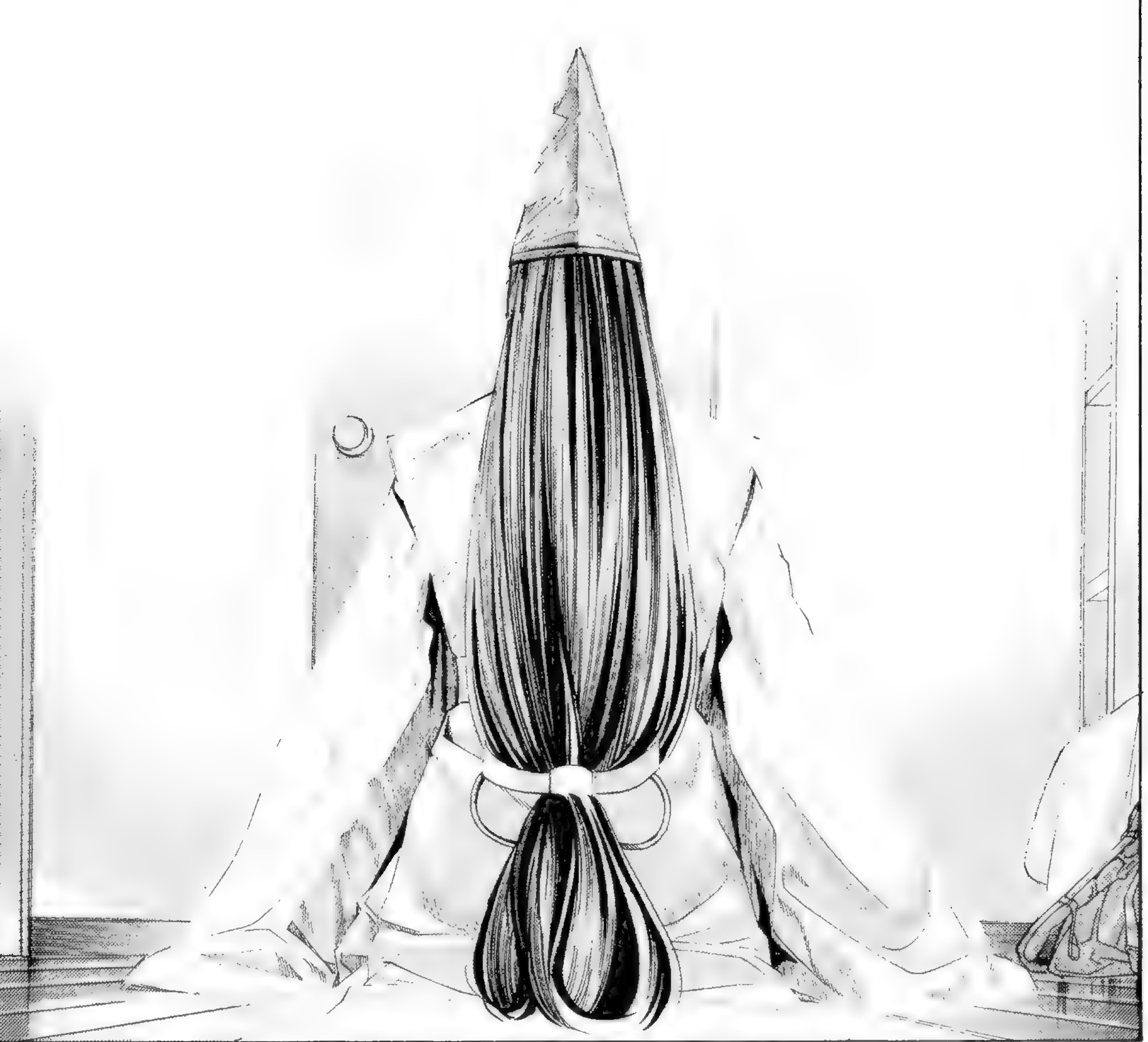


...one  
millennium  
becoming  
two.

Thus the  
years add  
up...











Hikaru?



Listen,  
Hikaru.



So,  
Hikaru...



Hikaru?

Can you  
hear  
me?

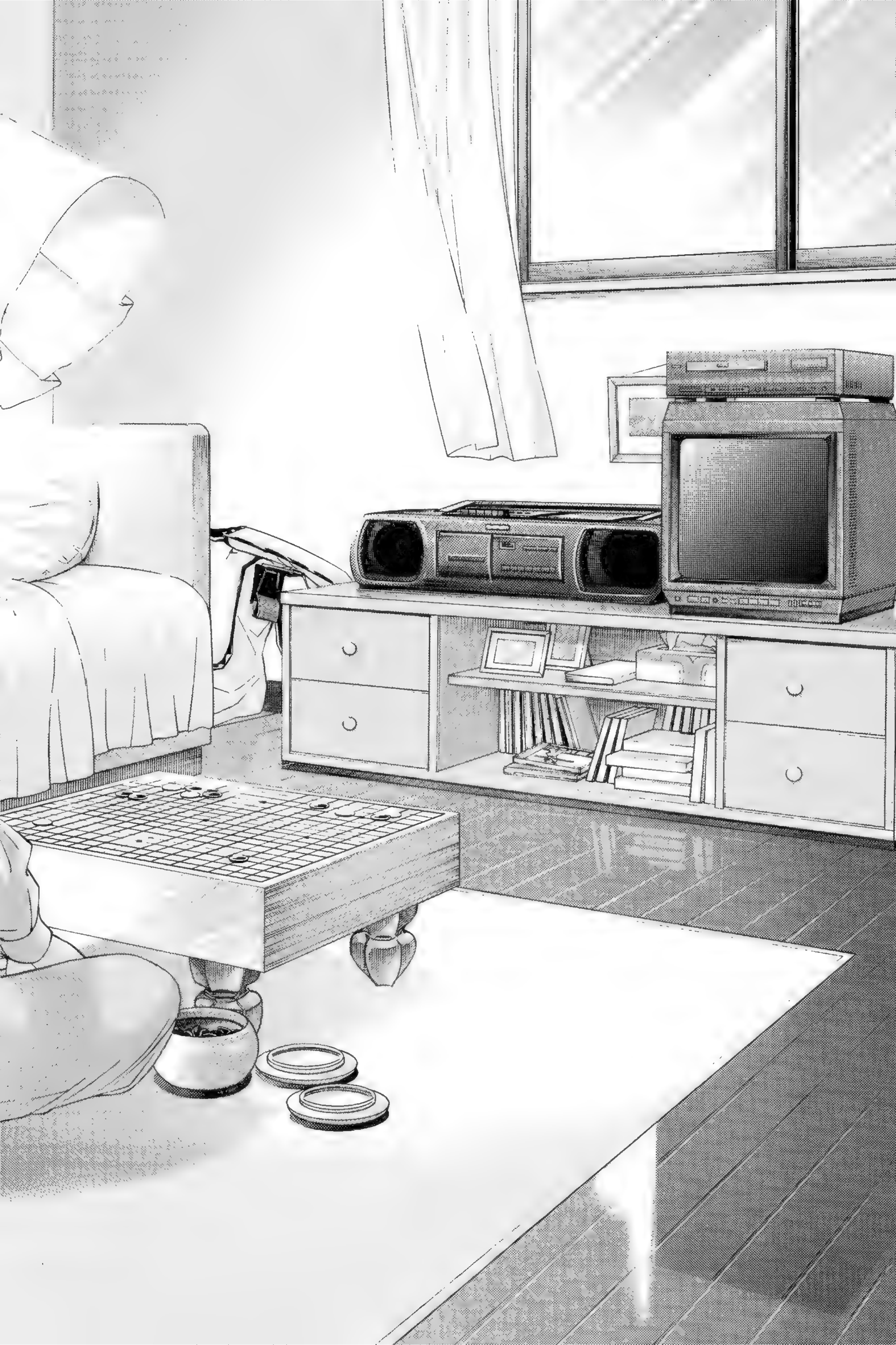


I hope  
it's been a  
pleasure  
to...















# A WORD ABOUT HIKARU NO GO

MAY 5TH

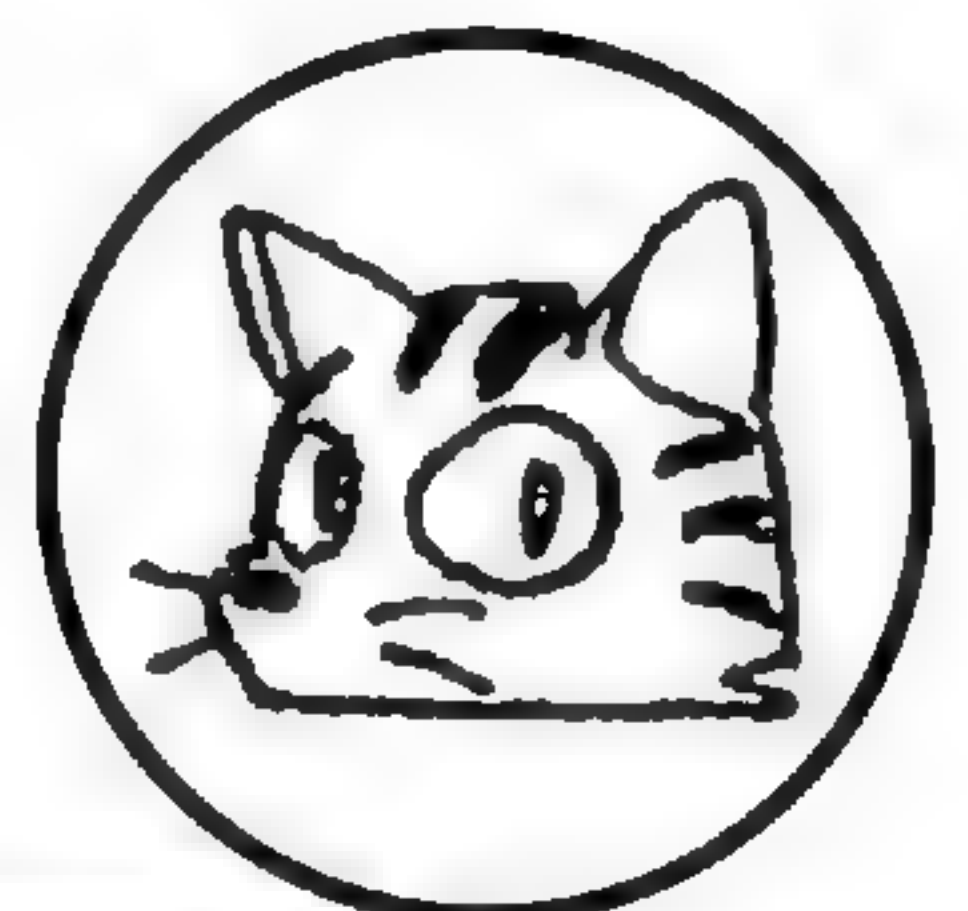


SAI DISAPPEARS ON MAY 5TH. YOU CAN SEE THE CHILDREN'S DAY CARP STREAMERS THROUGH HIKARU'S WINDOW.

AFTER CREATING THE STORYBOARDS FOR GAME 124, I REALIZED THAT SHUSAKU WAS BORN ON MAY 5TH (ON THE OLD CALENDAR).

MAYBE THE 5TH DAY OF THE 5TH MONTH SHOULD BE DESIGNATED "HIKARU NO GO DAY."\*

\*THE NUMBER 5 IS PRONOUNCED "GO" IN JAPANESE.



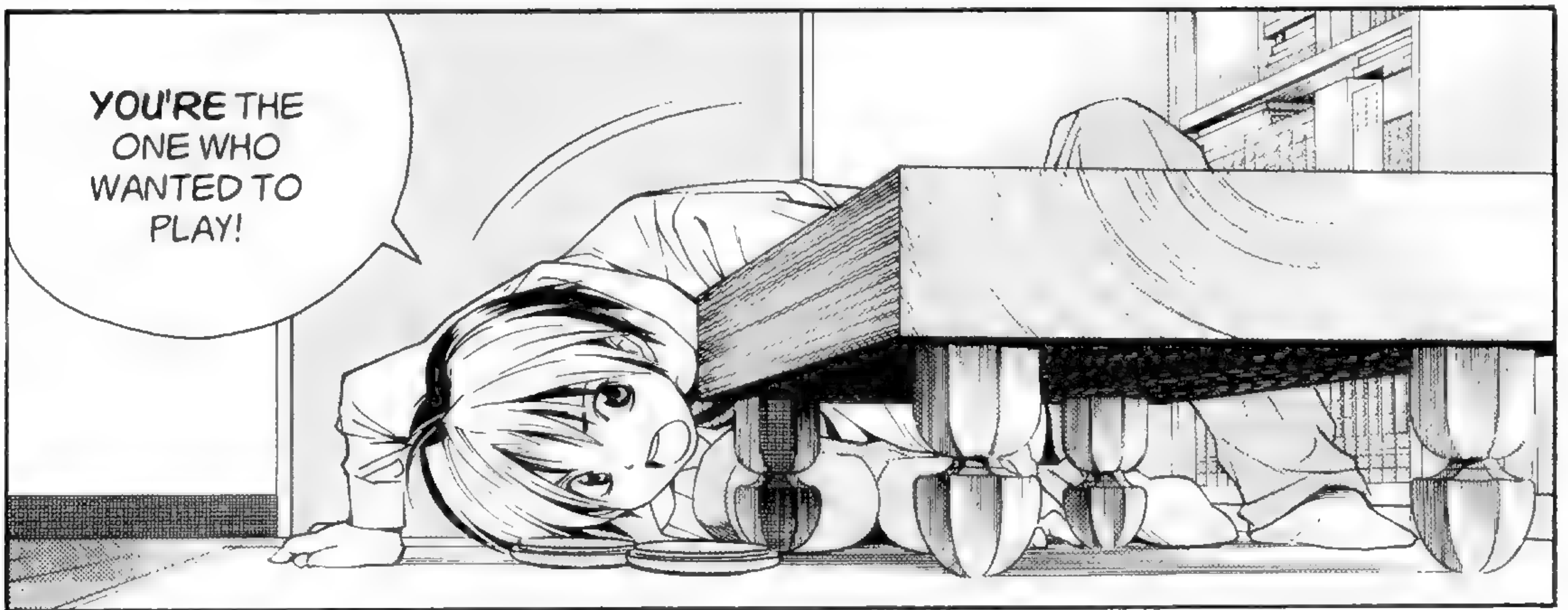




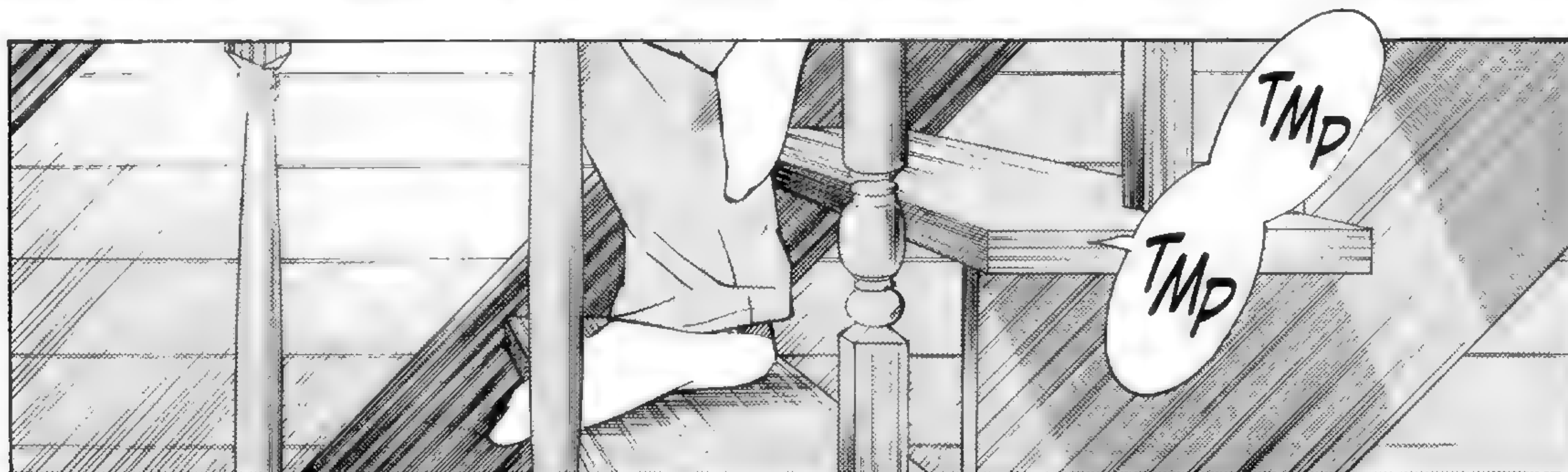
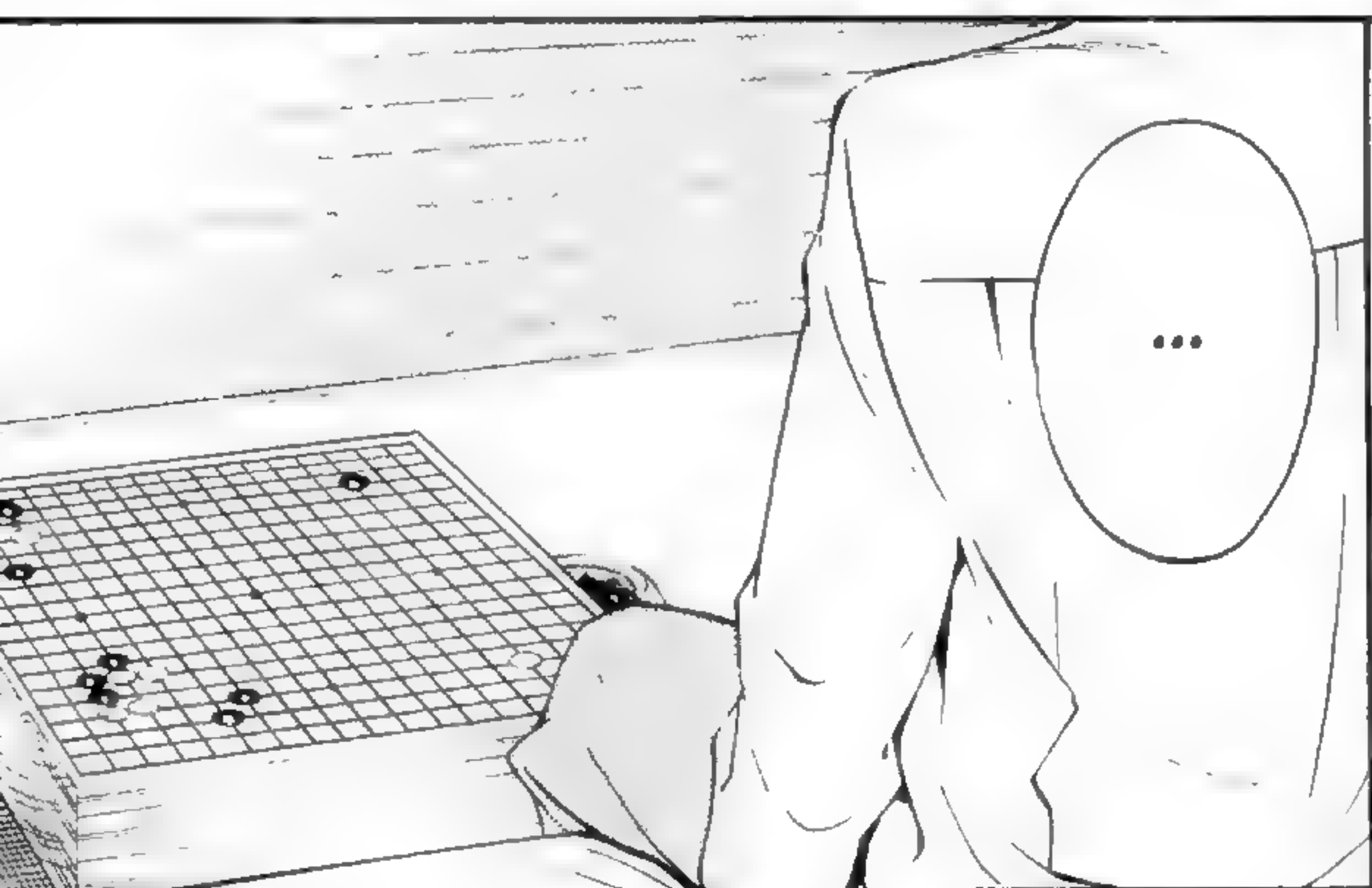
# Game 125

## "Sai Disappears"

















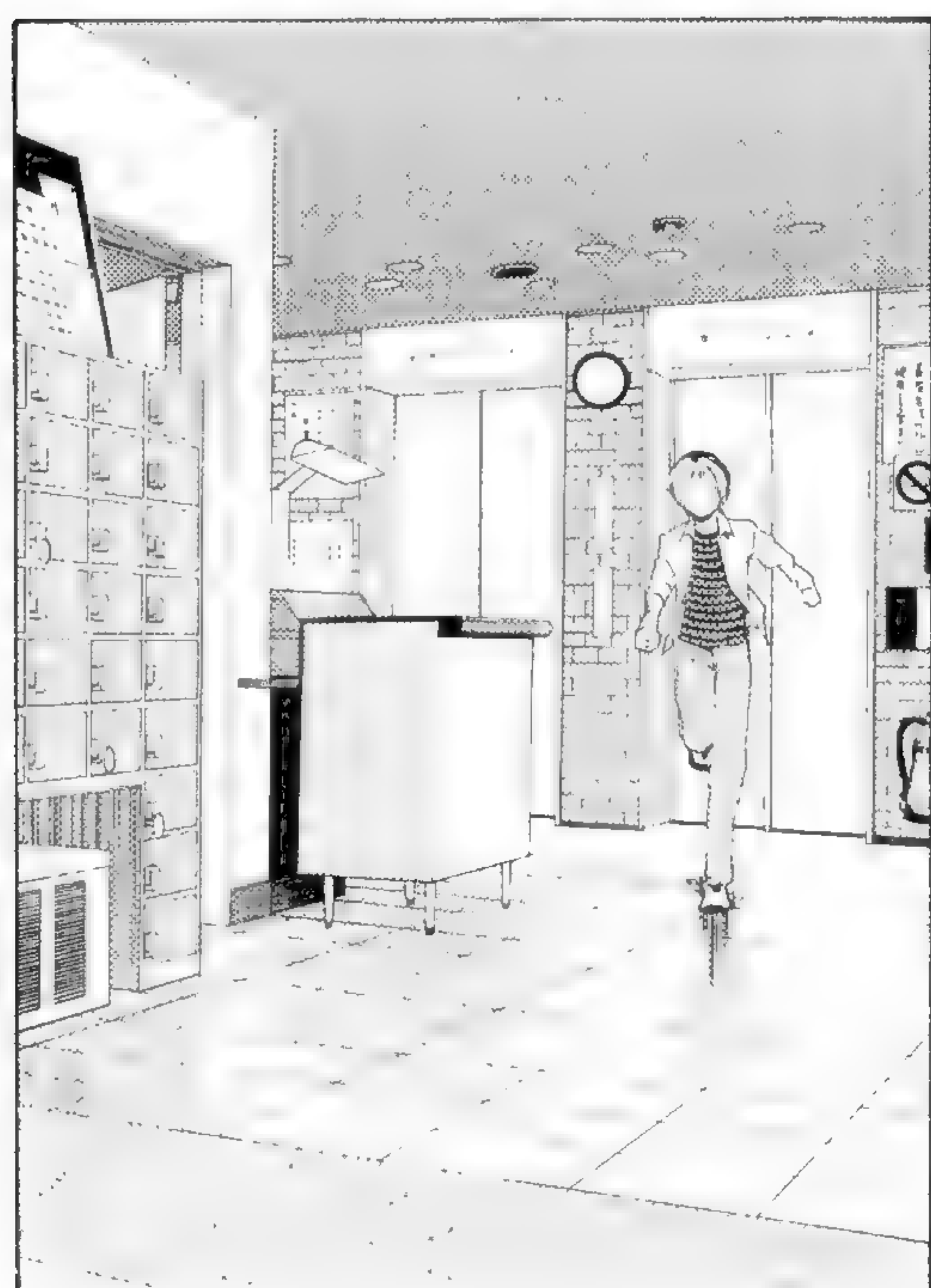




IF THE WIND BLEW HIM OUTSIDE... MAYBE... HE THOUGHT THIS WAS HIS BIG CHANCE TO GO WHEREVER HE WANTED.



BUT WE'VE BEEN TOGETHER FOR OVER TWO YEARS, AND HE'S NEVER PULLED SOMETHING LIKE THIS BEFORE!

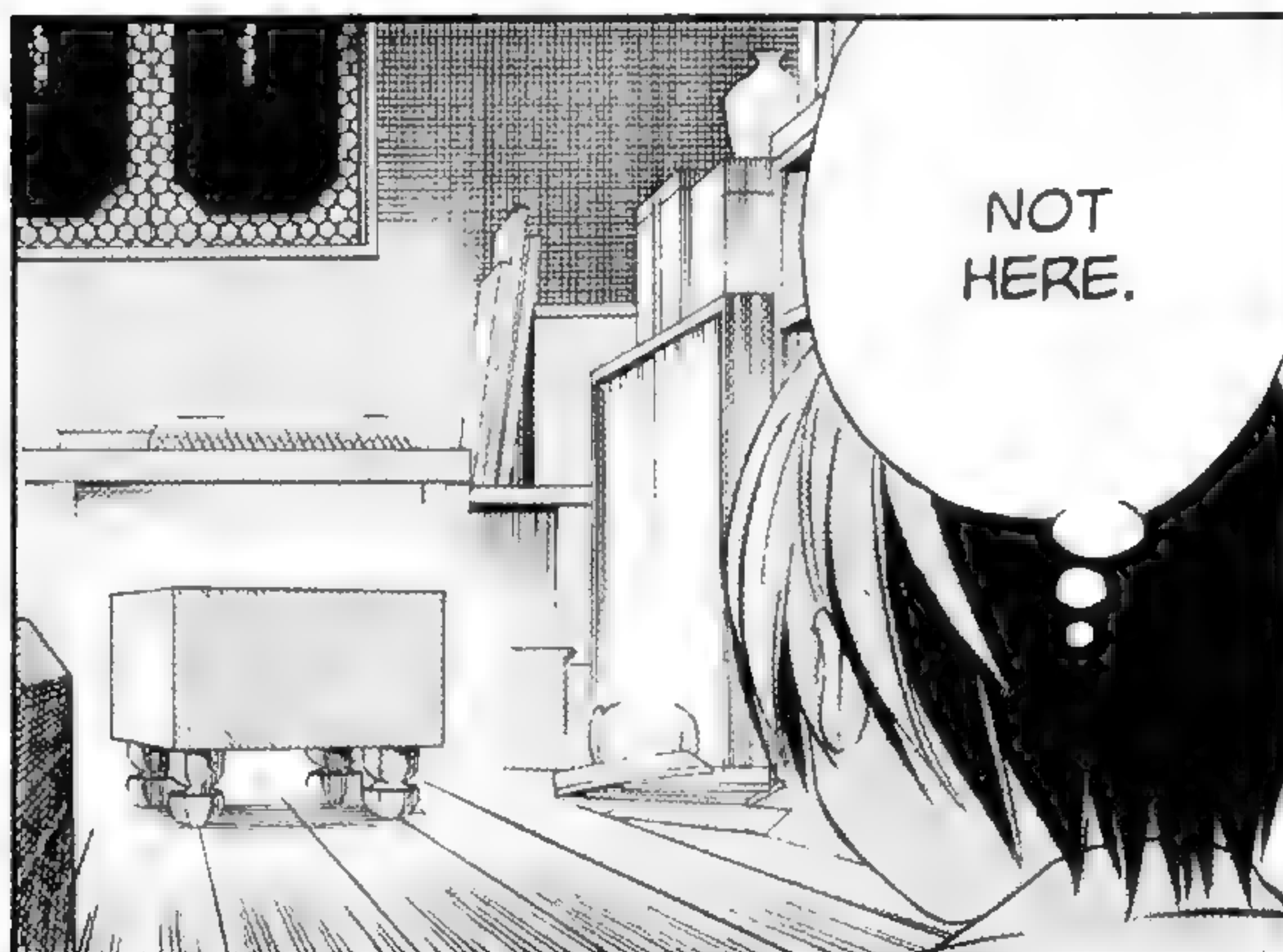
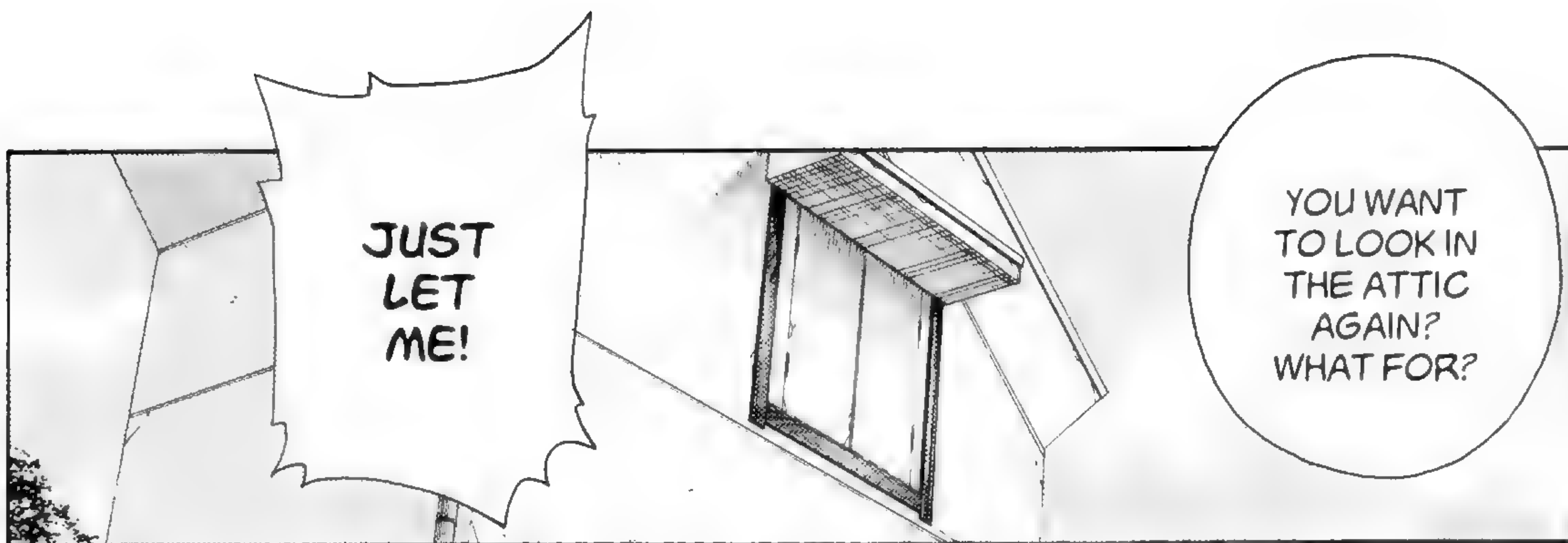


I DON'T SEE HIM.





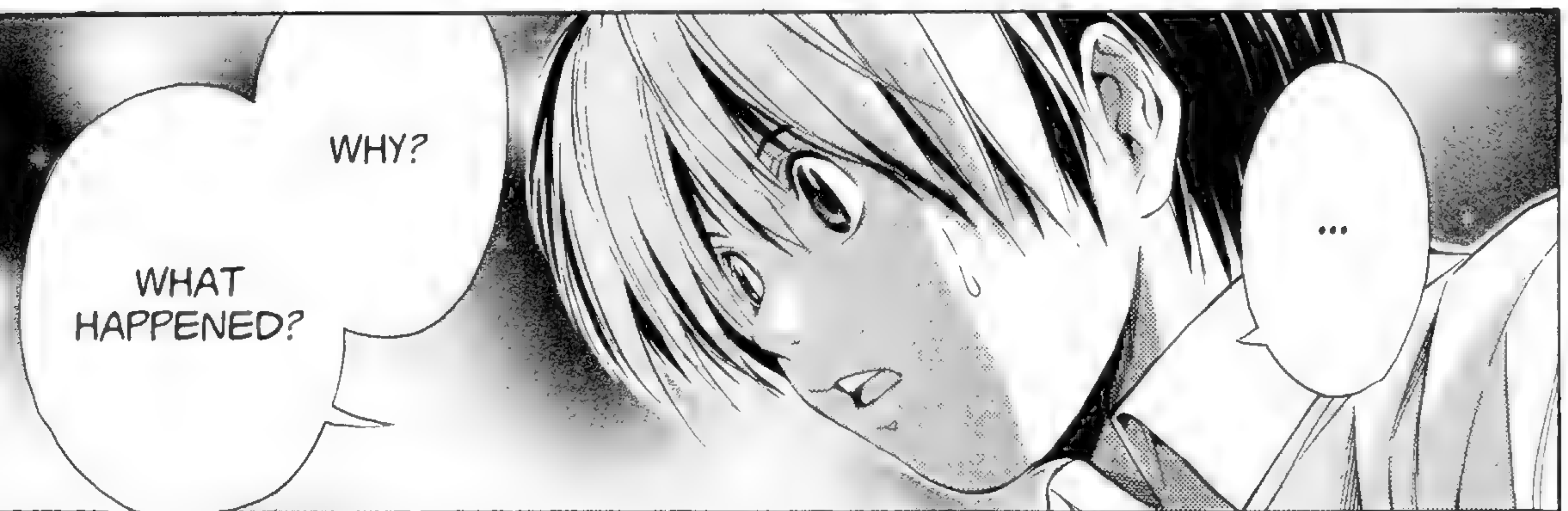








THE  
STAIN...  
IT'S  
GONE!



WHAT  
HAPPENED?

WHY?

...



JUST LIKE  
ALWAYS.

WE WERE  
PLAYING GO  
TOGETHER  
IN MY  
ROOM...





AND  
SAI  
SAID...

WAIT...  
THE OTHER DAY  
WHEN WE WERE  
HERE, THE STAIN  
ON THE BOARD  
WAS FAINTER.



THAT'S  
WHAT HE  
SHOUTED  
AT ME!

...HE WAS  
GOING TO  
DISAPPEAR  
SOON.

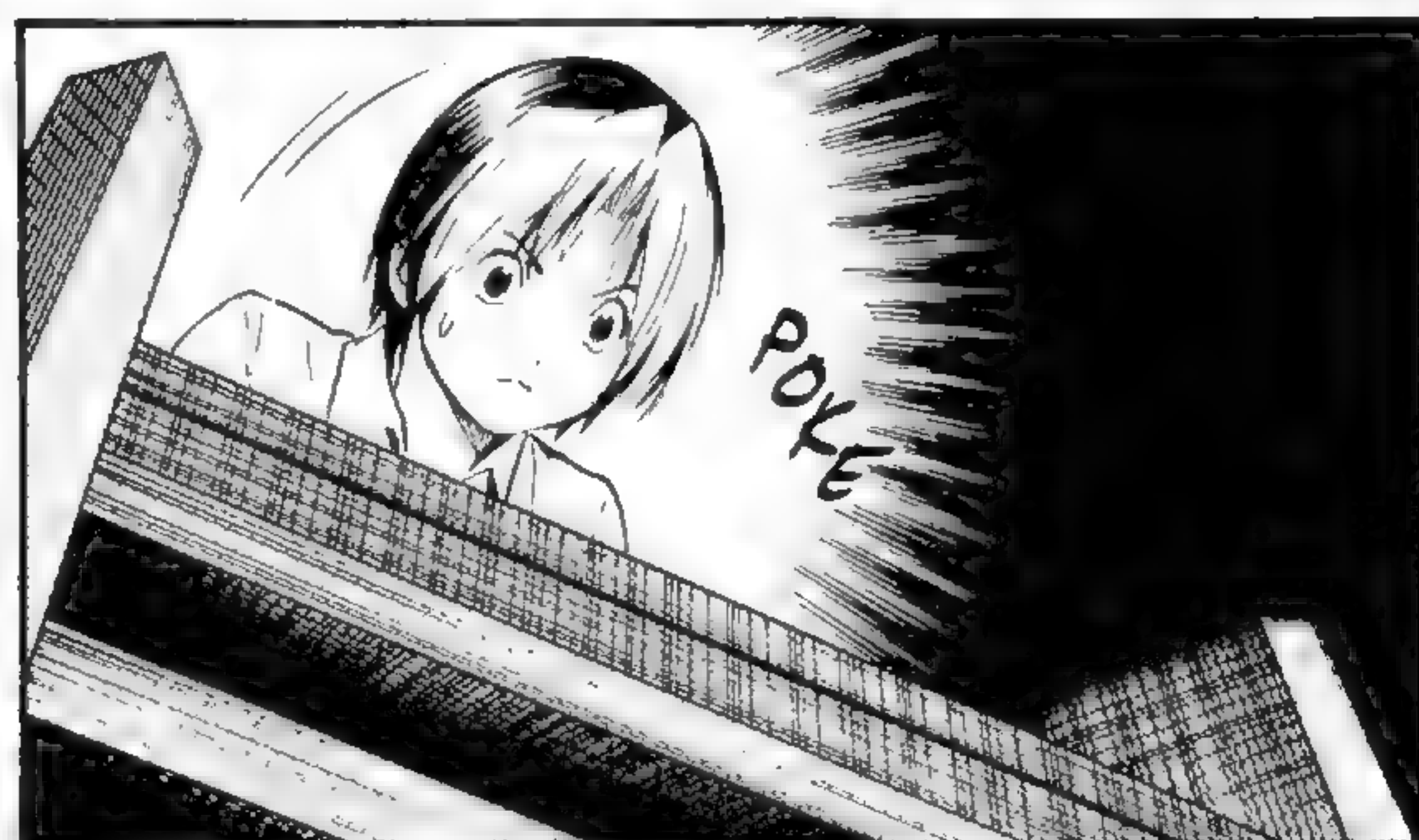


DID HE  
REALLY  
DISAPPEAR?!

**BA  
BUMP**

WAS THIS  
WHAT HE WAS  
TRYING TO  
TELL ME?!  
DID HE  
REALLY  
MEAN...









EXACTLY!

WELL, WOULDN'T THAT BE WHEN THE GHOST HAS NO UNFINISHED BUSINESS LEFT?

WHAT? YOU MEAN... ATTAIN BUDDHAHOOD?



HEY!

HE WAS THERE THIS MORNING!

TMP

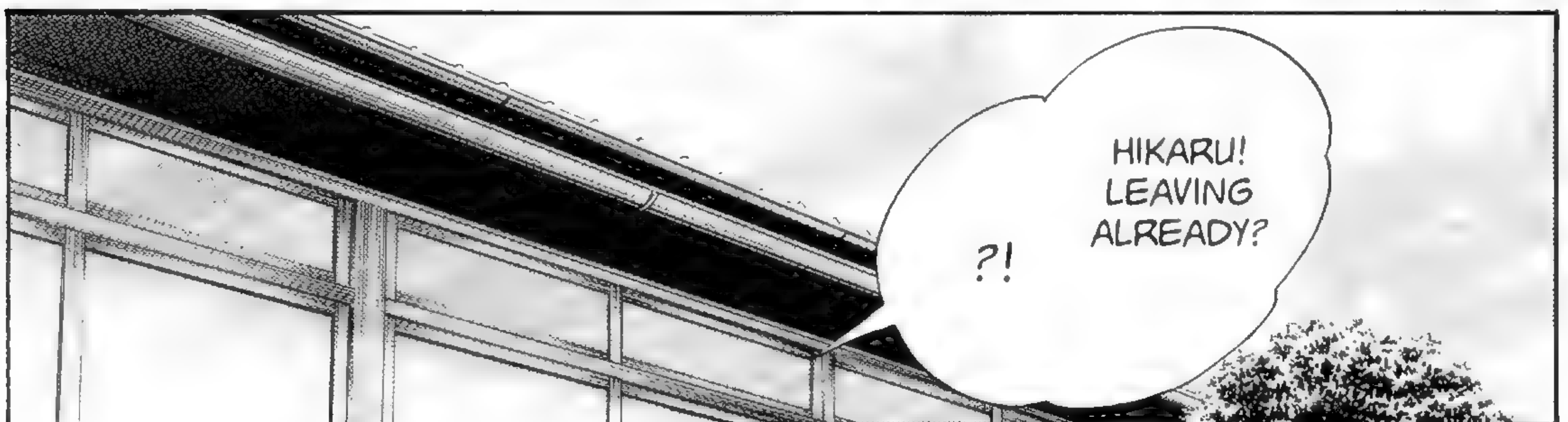


SO I'M SURE HE'D WANT TO STICK AROUND FOR THOUSANDS MORE YEARS.

AND HE HASN'T PERFECTED THE DIVINE MOVE YET.



HE MUST BE IN MY ROOM AFTER ALL! HIDING SOMEWHERE!



HIKARU! LEAVING ALREADY?

?!









CAN HE...  
FLY?

INTO  
THE  
SKY?



FLEW  
INTO THE  
SKY...

YEAH,  
THAT'S IT.  
HE FLEW OFF  
TO BE BY  
HIMSELF  
FOR A WHILE.



...



BUT WHERE  
ON EARTH  
WOULD  
HE GO?  
WHAT A  
WEIRDO!

THAT'S  
RIGHT!  
HE'S OUT  
FLYING.

WELL...  
HE  
MUST'VE  
LEARNED  
HOW!



!



WHERE...?



I'M  
SERIOUS!  
ANSWER  
ME!

HIKARU?  
LISTEN HERE, YOUNG MAN!  
WHY'D YOU RUN OFF AS  
SOON AS YOU GOT HERE?  
YOU COULD HAVE AT LEAST  
PLAYED A GAME BEFORE  
YOU LEFT... HM? ...WHAT?  
..."WHERE WOULD A GHOST  
LIKE TO GO?"! HOW THE  
HECK WOULD—

HELLO  
?

GOT IT,  
THANKS.  
BYE!

A PLACE  
THAT HOLDS  
MEMO-  
RIES...?

HE  
DOESN'T  
HAVE A  
GRAVE  
SITE,  
DOES HE?

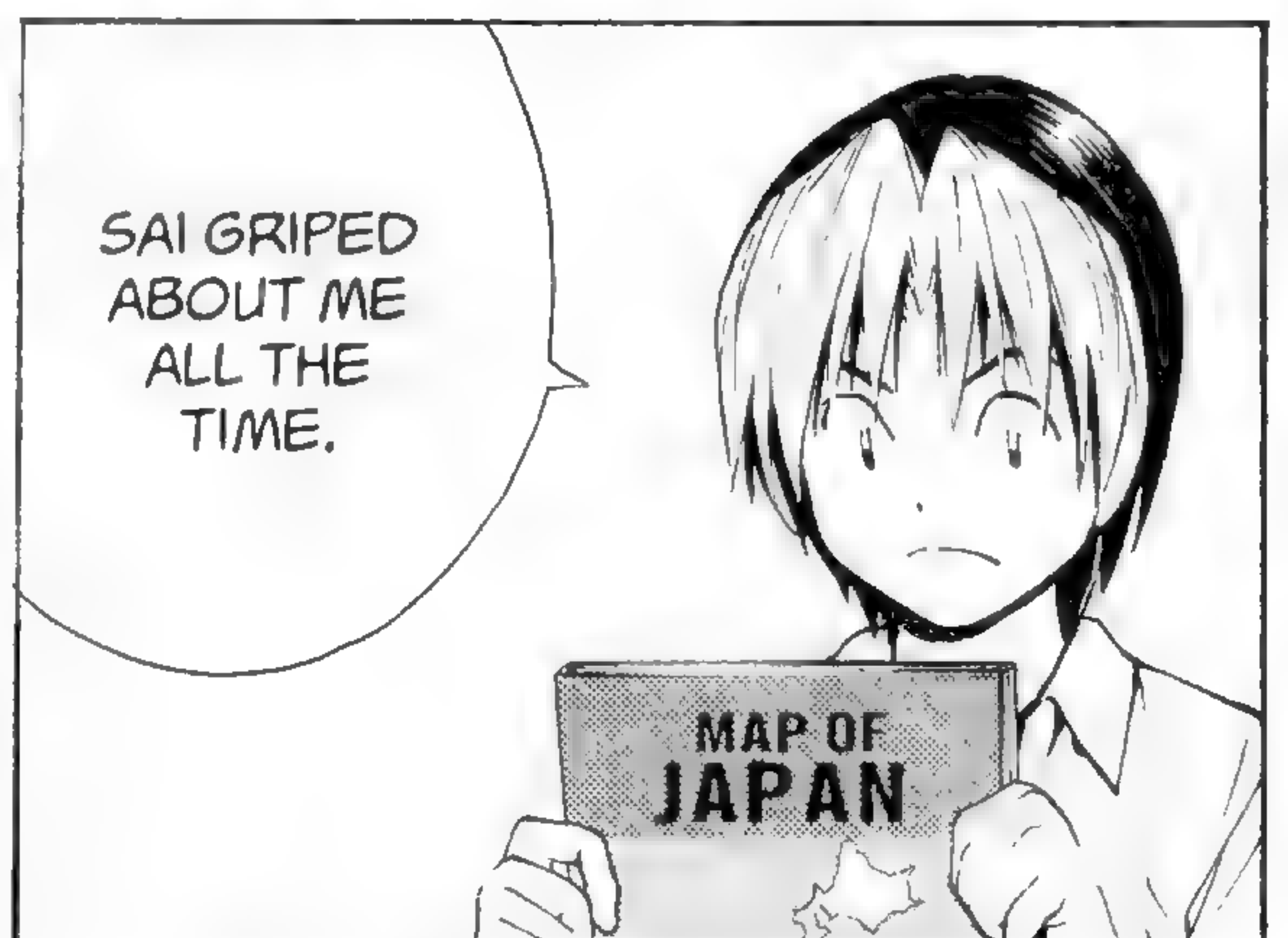
OR  
A PLACE  
THAT  
HOLDS  
MEMORIES  
FOR HIM?

HIS  
GRAVE  
SITE?

MAYBE THE  
MEMORIES  
AREN'T  
FROM HIS  
TIME WITH  
ME...

HE WASN'T IN  
THE ATTIC  
WHERE WE  
FIRST MET.









I WON'T  
BELIEVE  
IT!

I CAN'T  
BELIEVE HE'D  
JUST VANISH  
WITHOUT A  
WORD.



TOMORROW'S  
THE LAST DAY  
OF THE LONG  
HOLIDAY  
WEEKEND.



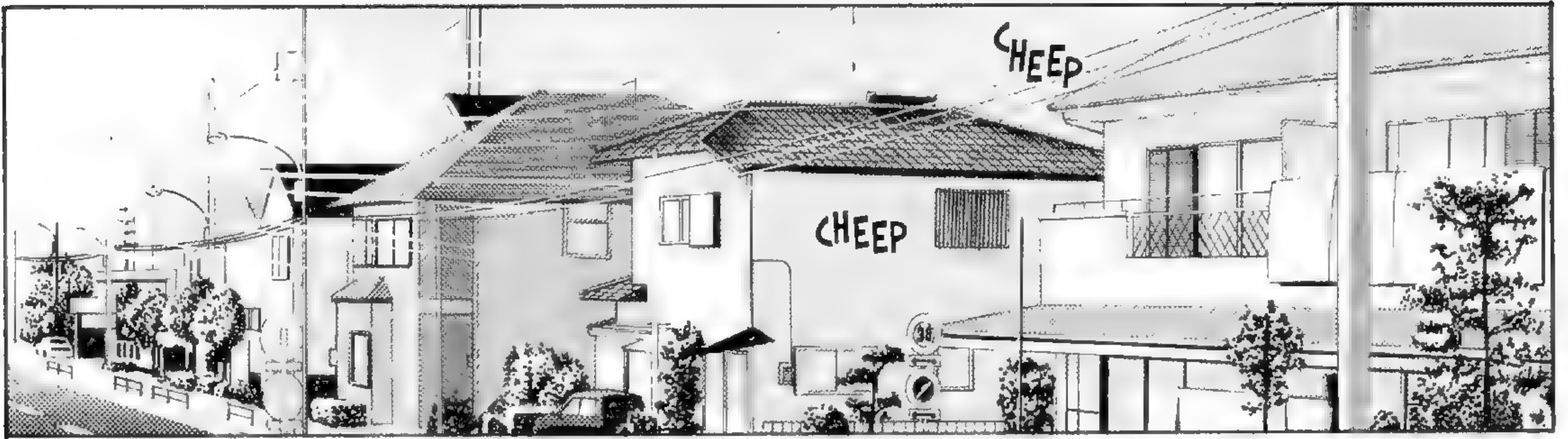
I'LL FIND  
HIM NO  
MATTER  
WHAT!

I'LL WAIT UNTIL  
MORNING.  
IF HE DOESN'T  
COME BACK BY  
THEN... I'LL GO  
LOOK FOR HIM.



I WON'T  
BELIEVE IT,  
SAI!



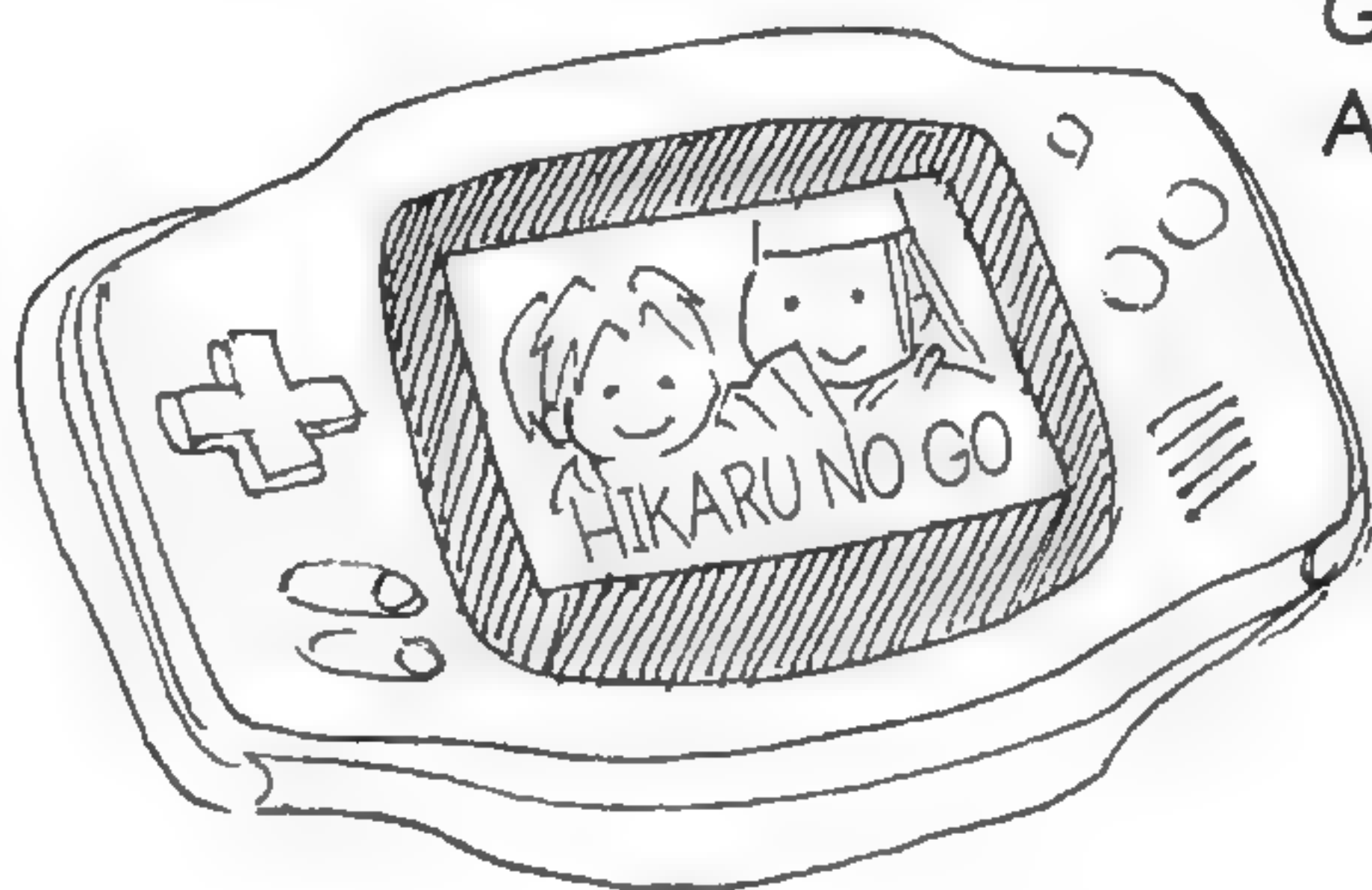








THIS  
IS FUN!



GAME BOY  
ADVANCE

HIKARU  
NO GO

# HIKARU NO GO

STORYBOARDS

(40)

YUMI  
HOTTA



ONCE YOU'VE LEARNED  
HOW TO PLAY, YOU  
CAN COMPETE AGAINST  
TEN DIFFERENT  
CHARACTERS.  
AS YOU WIN, LOSE, OR  
TIE, IT'S FUN TO HEAR  
WHAT THEY SAY.

This  
game is  
amazing!

Some people say  
that getting started  
is the hardest part  
of go...



IT'S AN  
AWESOME  
INTRODUCTION  
TO THE GAME  
OF GO!

SO I  
ALMOST  
ALWAYS  
PLAY  
9X9.

THE ONE FLAW IS  
THAT IT TAKES TIME  
FOR THE COMPUTER  
TO COME UP WITH  
EACH MOVE. BUT THAT  
CAN'T BE HELPED  
SINCE THERE'S A LIMIT  
TO HOW FAST A COM-  
PUTER CAN FUNCTION.

There are tons  
of variations.  
Gotta love it!



THEY DID A  
SUPER JOB  
WITH THE  
CHARACTER  
DIALOGUE.  
WHAT A  
BLAST!

YOU CAN PLAY  
ONE-COLOR GO  
BY ACCESSING  
A SECRET  
MODE.

Tying four  
boards on a  
19x19 pro game  
would be a  
superhuman  
feat.

You can tie on purpose or  
make a big mess of a one-  
color game—and it won't  
get mad! It's hard to tie on  
purpose while playing  
normally.

THE ADVANTAGE  
OF PLAYING A  
COMPUTER IS  
THAT IT DOESN'T  
GET MAD NO  
MATTER WHAT  
YOU DO.

(CONTINUED ON  
PAGE 124.)

Ob-  
sessed

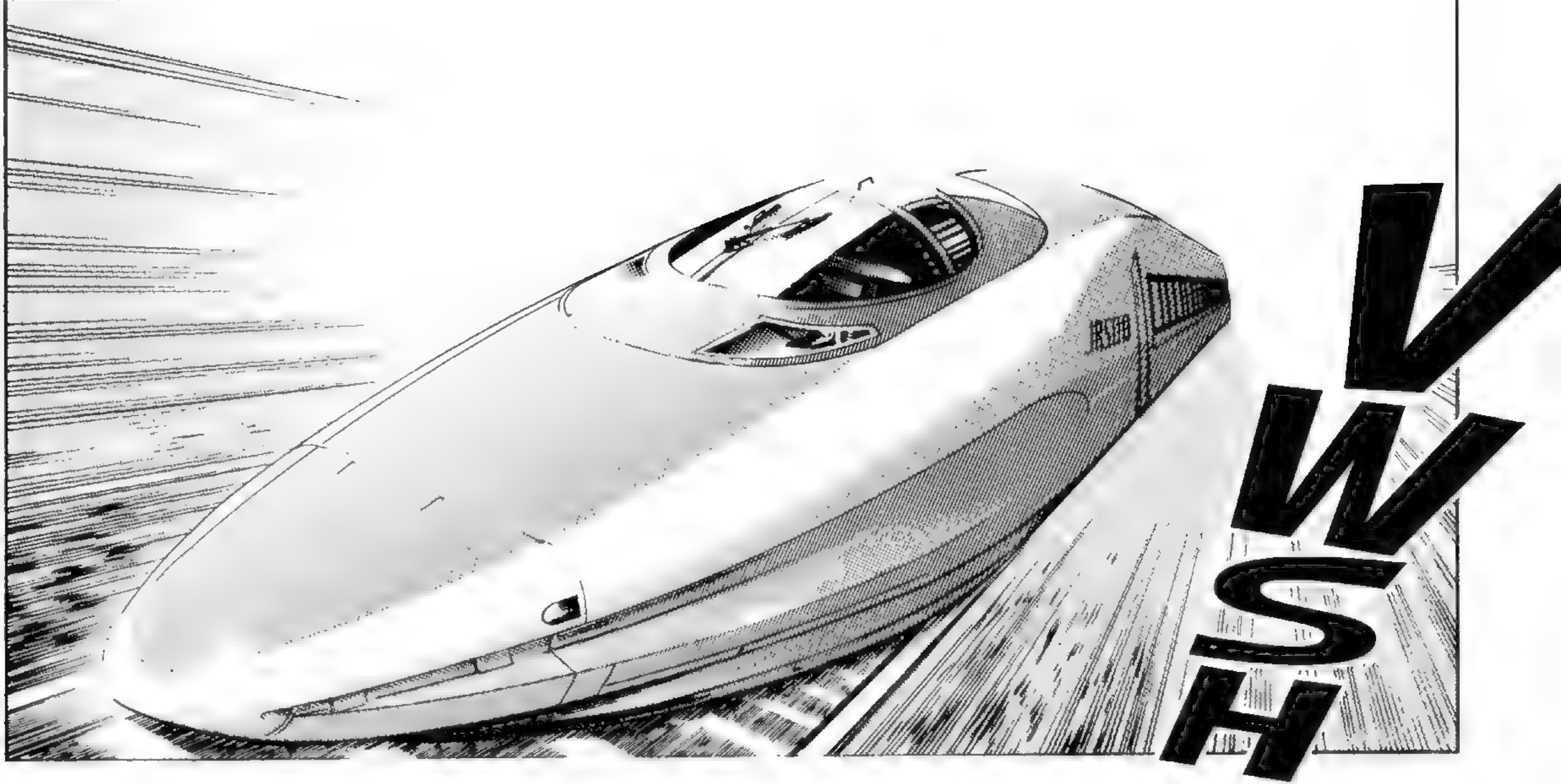




# Game 126 "Searching for Sai"







AAAAH!  
BEER  
REALLY  
HITS THE  
SPOT WHEN  
YOU'RE  
TRAVELING!



SHIZUOKA  
SPECIALTIES  
FOR SALE!  
ANYONE FOR SOME  
ABEKAWA MOCHI  
OR WASABI  
PICKLES....?

KEEP IT  
DOWN,  
MR.  
KAWAI...

LOOK!  
THERE'S  
MT. FUJI!  
THE VIEW'S  
REAL CLEAR  
TODAY!





\*Onomichi Station.



THAT  
MUST  
BE IT!  
RIGHT,  
MR.  
KAWAI?

HEY, LOOK!  
THAT BUS  
SAYS  
INNOSHIMA!



MAN...  
WHY DO  
KIDS  
HAVE TO  
RUN  
EVERY-  
WHERE  
?

IT MUST  
BE!  
HURRY!  
COME  
ON!



OKAY, THERE'S  
SUPPOSED TO  
BE A BUS TO  
INNOSHIMA  
ROUND HERE  
SOMEWHERE...

GLANCE GLANCE







SHOULDN'T  
TAKE  
LONG.



...THE  
SHUSAKU  
MEMORIAL  
MUSEUM.

ONCE WE  
GET OFF THE  
BUS, IT'S  
JUST A  
15-MINUTE  
WALK TO...



'COURSE  
WE ARE!  
WE'RE  
GOING TO  
INNOSHIMA.\*

WE'RE  
CROSSING  
THE SEA?!

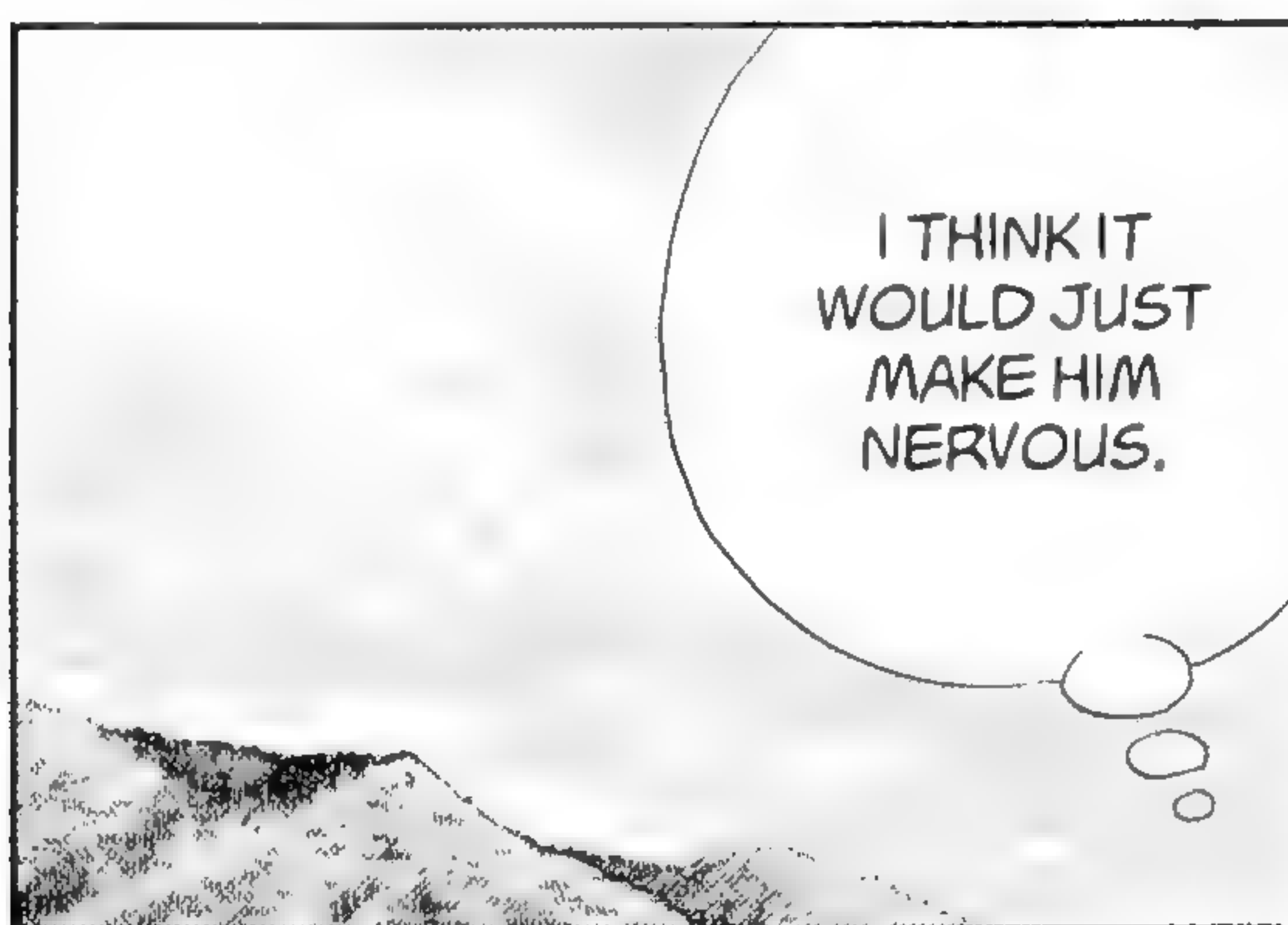
\*Shima means island.



THAT'S THE  
KIND OF  
THING YOU  
WANNA  
VISIT,  
RIGHT?

YEP!  
THAT'S  
WHERE HE  
LIVED WHEN  
HE WAS A  
KID.

THE  
SHUSAKU...  
MEMORIAL  
MUSEUM??



I THINK IT  
WOULD JUST  
MAKE HIM  
NERVOUS.



MEMORIAL  
MUSEUM,  
HUH?  
DOESN'T  
SOUND  
LIKE A  
PLACE  
SAI  
WOULD  
BE.





\*Hon'inbo Shusaku



\*Ishikiri Shrine.











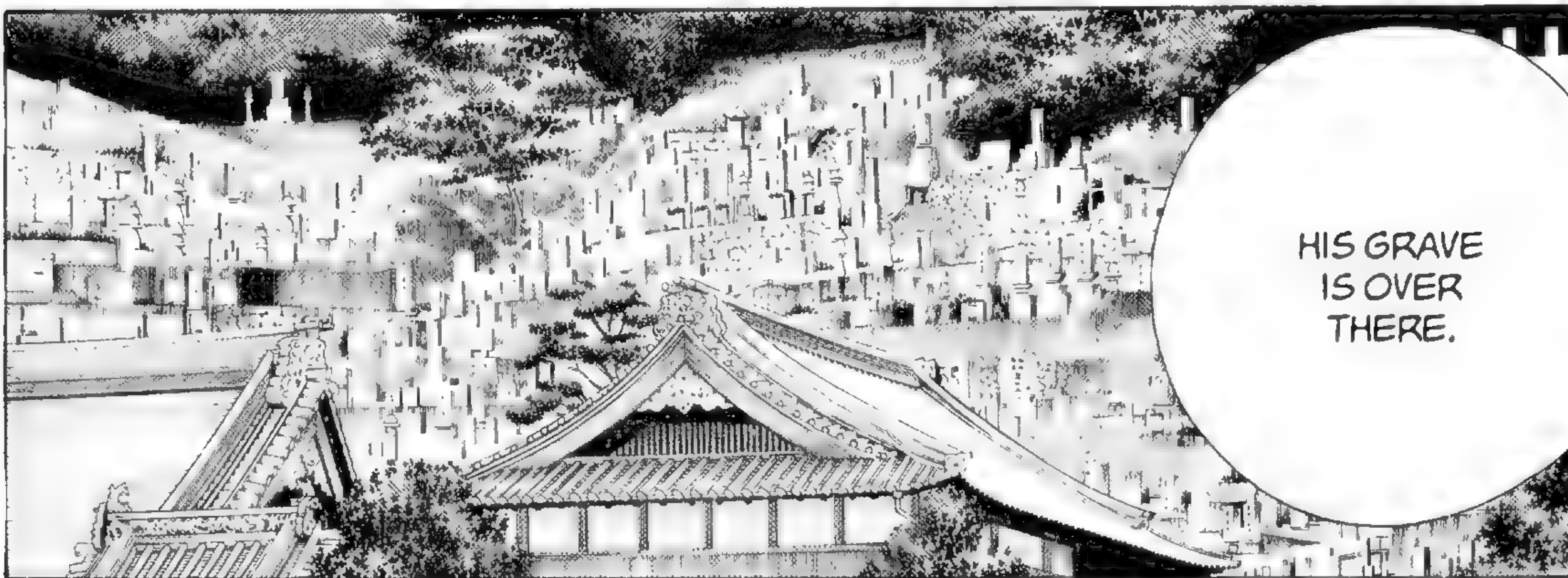




WHEN HE WAS SIXTEEN? WOW!



SAI...



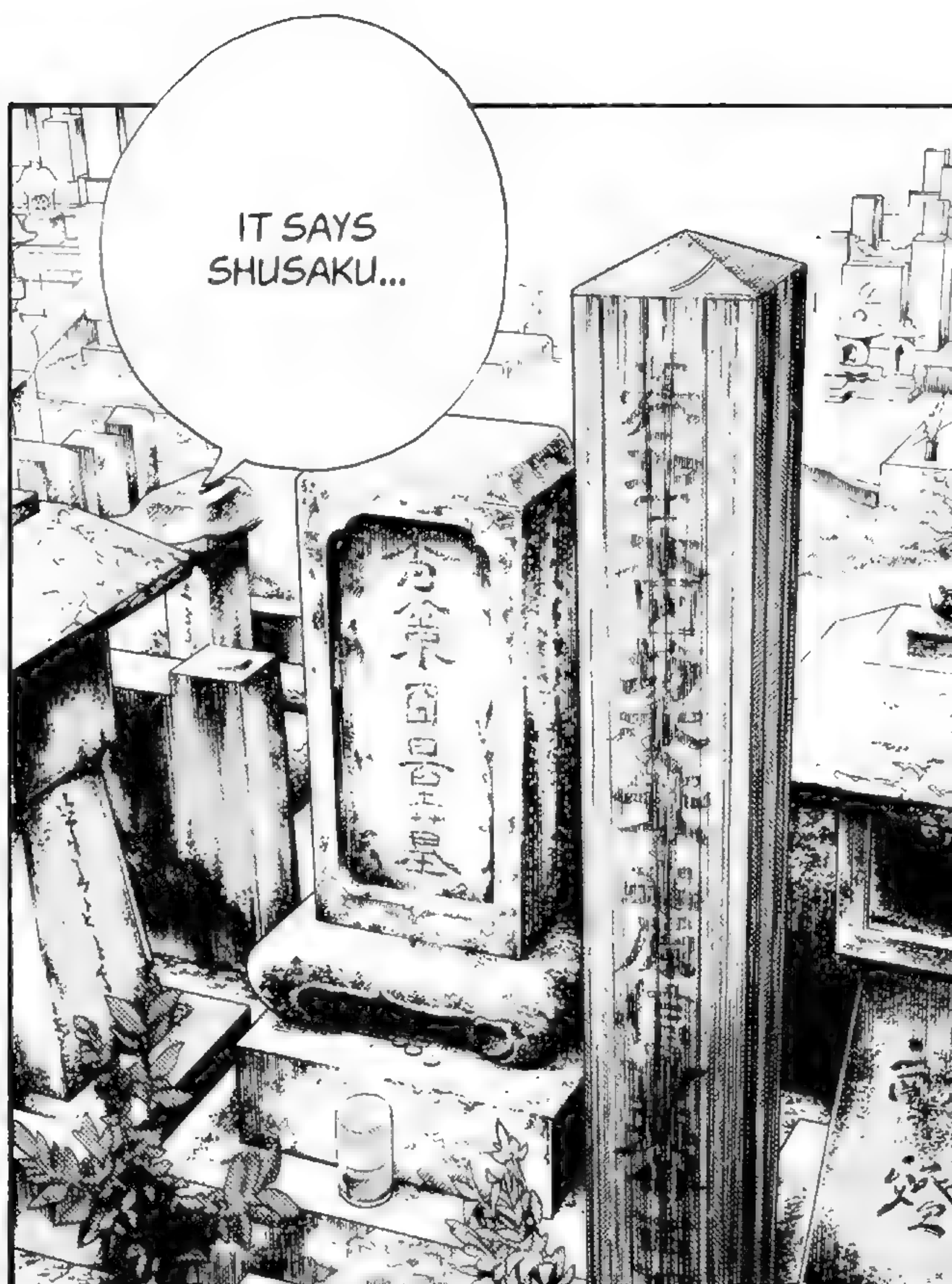








WHATZA  
MATTER?  
HURRY UP.



IT SAYS  
SHUSAKU...



YOU  
LITTLE...!

I DIDN'T  
COME HERE  
TO PAY MY  
RESPECTS TO  
TORAJIRO'S  
GRAVE—I MEAN,  
SHUSAKU'S  
GRAVE!



IF THIS IS  
WHERE  
TORAJIRO WAS  
BORN AND  
RAISED, SAI  
MUST HAVE  
SPENT YEARS  
HERE TOO.

SORRY!  
THE KID'S  
GOT NO  
MANNERS!



IF YOU  
CAN SEE  
ME, FLY  
OVER TO  
ME!

IF  
YOU'RE  
HERE,  
ANSWER  
ME!



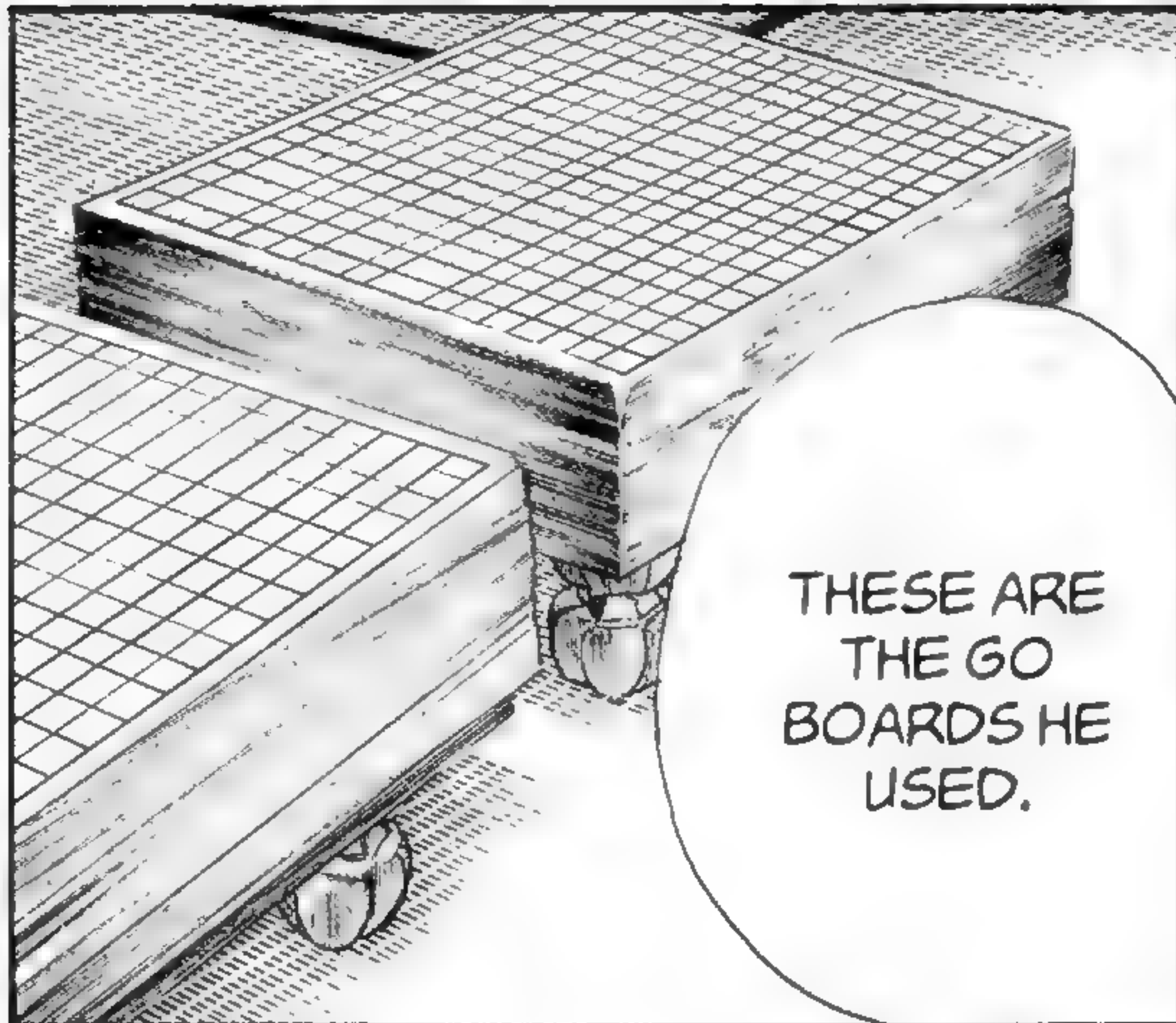
HEY!  
IT'S ME...!

SAI...!









THESE ARE  
THE GO  
BOARDS HE  
USED.



A LADY  
AT THE  
MEMORIAL  
MUSEUM  
TOLD ME.

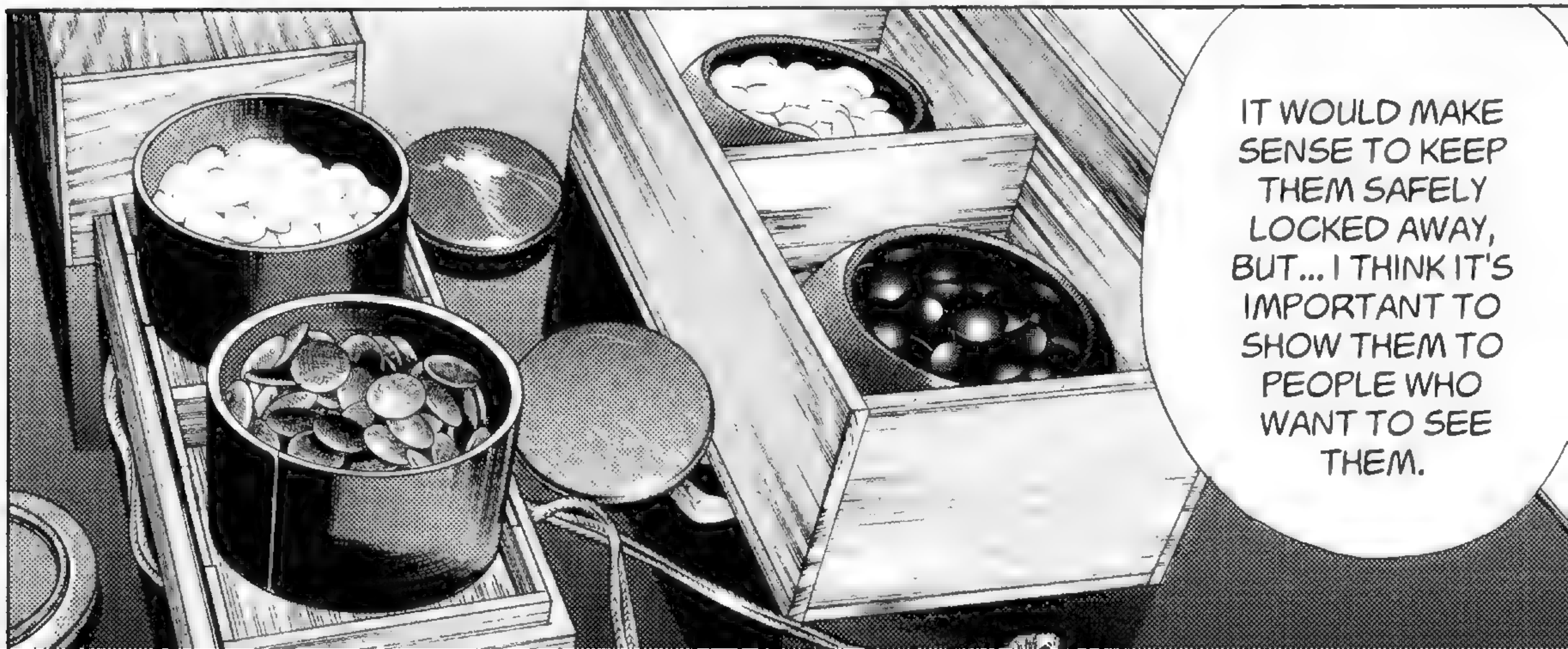
SHUSAKU  
PLAYED  
GO  
HERE.

HOSENJI  
TEMPLE



COOL. I HAD NO  
IDEA WE'D GET TO  
SEE THEM UP  
CLOSE—AND EVEN  
TOUCH 'EM!

WE  
HAVE HIS  
STONES  
TOO.



IT WOULD MAKE  
SENSE TO KEEP  
THEM SAFELY  
LOCKED AWAY,  
BUT... I THINK IT'S  
IMPORTANT TO  
SHOW THEM TO  
PEOPLE WHO  
WANT TO SEE  
THEM.





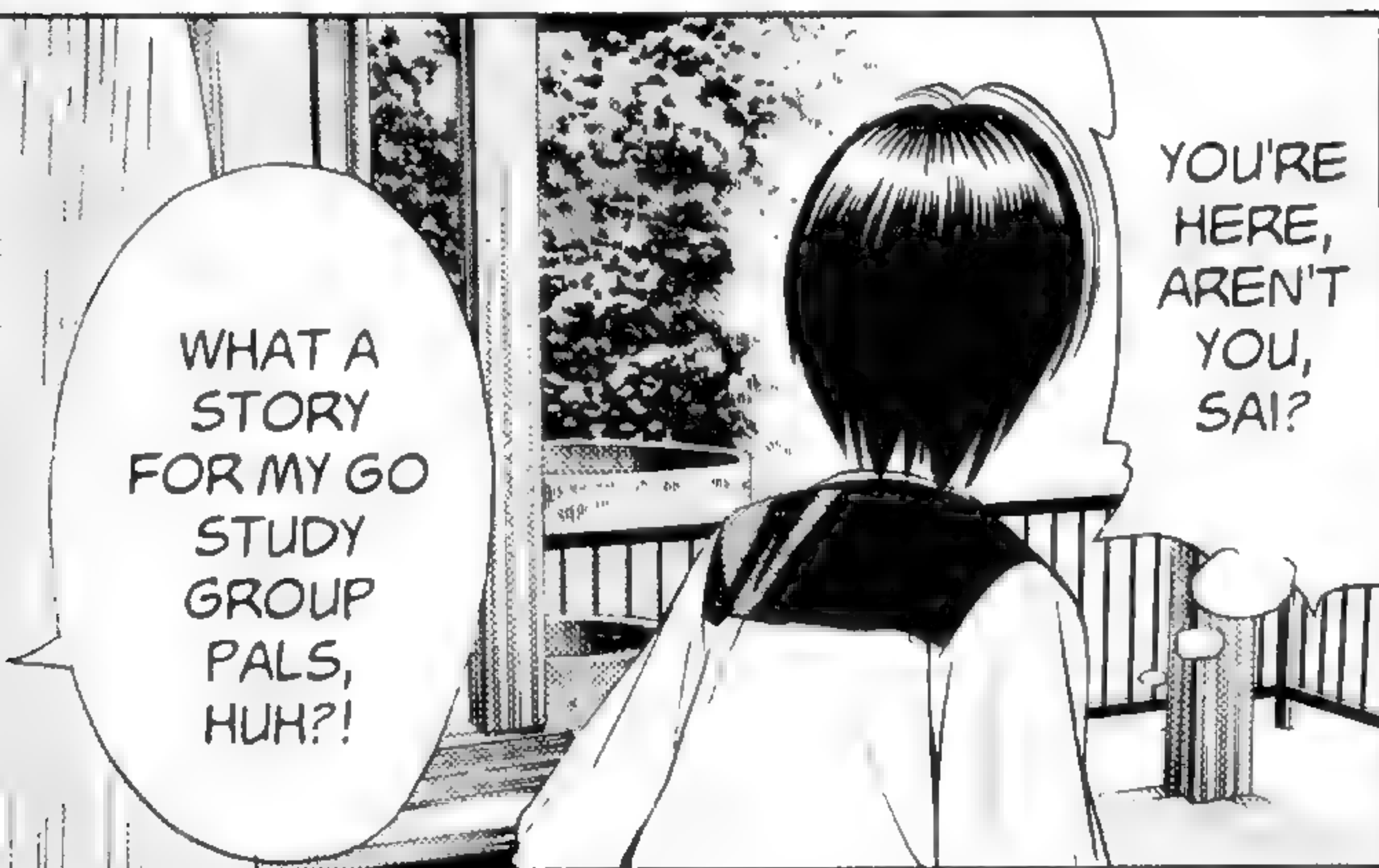
HEH  
HEH.  
ALL  
RIGHT  
IF I...?

SAI...



...SAI  
MUST HAVE  
COME  
HERE WITH  
TORAJIRO.

ALONG  
TIME  
AGO...



WHAT A  
STORY  
FOR MY GO  
STUDY  
GROUP  
PALS,  
HUH?!

YOU'RE  
HERE,  
AREN'T  
YOU,  
SAI?



DON'T  
MIND IF  
I PLAY A  
STONE,  
DO YOU?  
JUST LIKE  
SHUSAKU!



HEY, KID!  
WHERE YA  
WANDERING  
OFF TO  
NOW?!

I'M NOT  
TERRIBLY  
KNOWLEDGE-  
ABLE ABOUT  
SHUSAKU,  
BUT—



SAI!

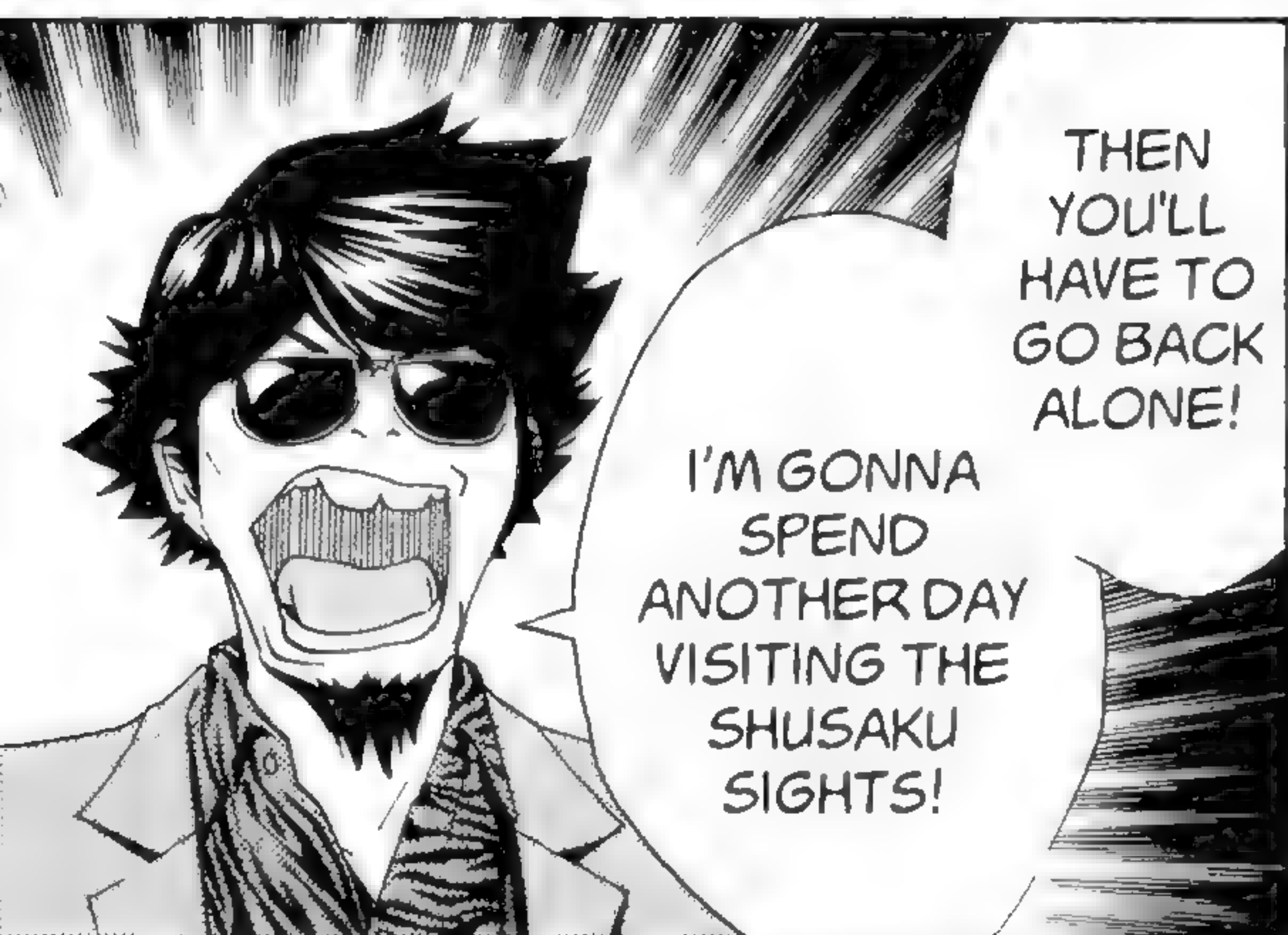


SAI!

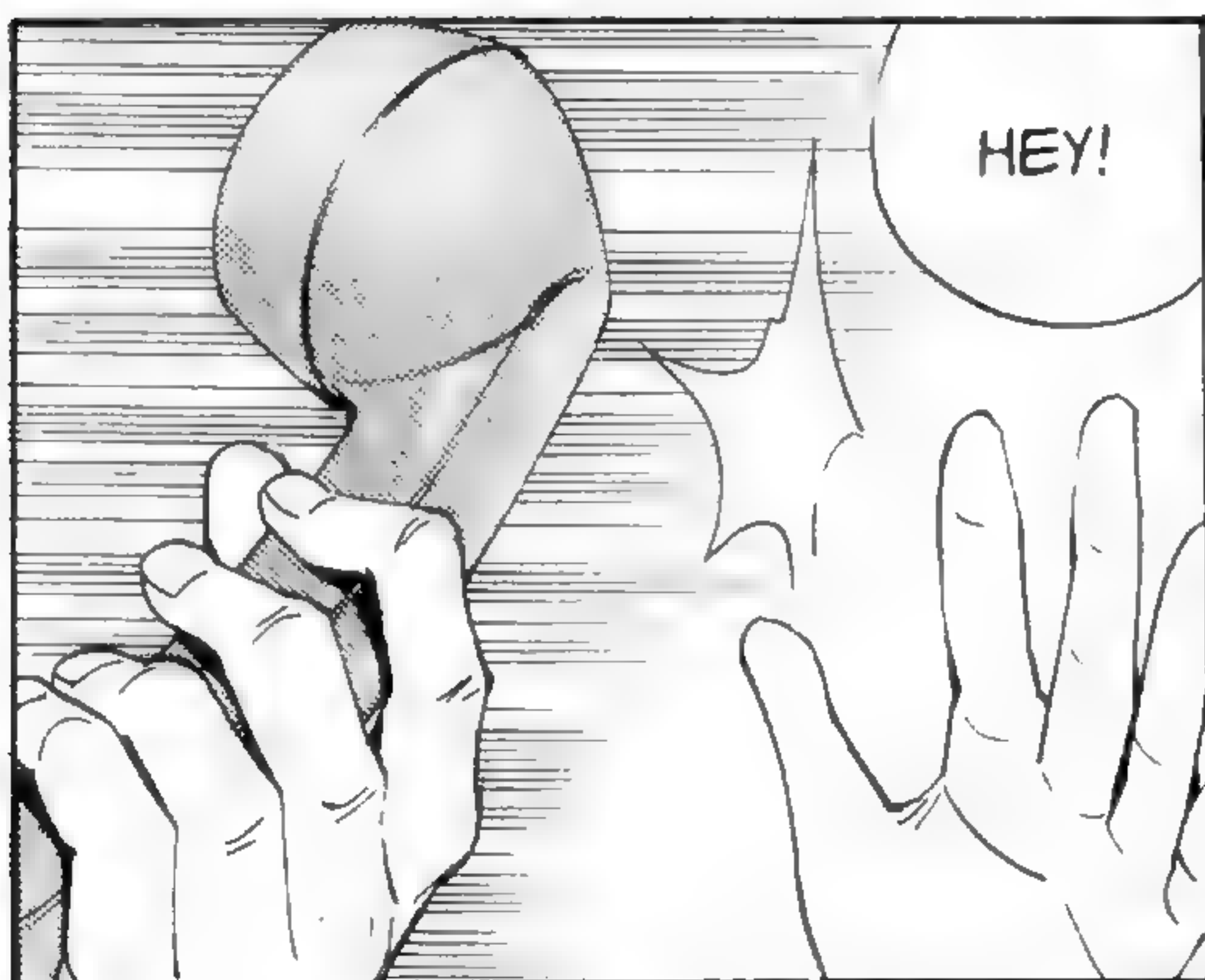
















THE  
SHUSAKU  
SITES!  
YOU KNOW...

WHERE?!

YEAH! I'VE  
BEEN WITH  
HIM SINCE  
WE LEFT  
TOKYO!

ME?  
I'M A CAB  
DRIVER!  
I KNOW YOUR  
KID FROM A  
GO SALON!



HERE...

WHY?  
HOW SHOULD  
I KNOW?!

...SHUSAKU,  
THE ANCIENT  
GO MASTER!!  
WE'RE TOURING  
THE PLACES HE  
LIVED.



STUPID  
SAI!

OKAY...

YES...  
I'M  
SORRY.

YEAH...  
JUST  
ONE  
NIGHT...

UH...  
HELLO  
...



YOU  
BETTER  
TURN UP  
SOON!





THE  
NEXT  
DAY...



WHATZA  
MATTER?  
C'MON.  
EAT UP.



...



YOU  
MUST BE  
HUNGRY.

WE RAN  
AROUND  
LIKE CRAZY  
TO GET TO  
TWO SITES  
IN ONE  
MORNING.

CHOMP  
CHOMP







ITOZAKI  
HACHI-  
MANGU

HEY!  
LOOK AT  
THE SEA!

本因坊秀策之墓  
司之遇焉年十  
秀策之名遍天  
成八月十日以  
相議欲建碑於  
見其所獲海力  
善棋妙天下  
落而絕技如  
而已哉  
慶應三年

SEE THAT  
ISLAND?  
THAT'S  
INNOSHIMA.

I CAN'T  
FIND HIM  
ANYWHERE...

HE USED TO  
COME OVER  
HERE BY  
BOAT TO  
PLAY GO.

I GUESS HE PLAYED  
GO HERE TOO.  
BUT THEY DON'T  
HAVE THE BOARD  
HE PLAYED ON  
LIKE THEY DID  
YESTERDAY AT  
HOSENJI.

JIKANJI  
TEMPLE

時宗慈觀寺





I'VE  
SEARCHED  
EVERY-  
WHERE!

SAI...



ALL DAY  
YESTERDAY,  
ALL DAY  
TODAY...

WHAT  
ARE YOU  
DOING?!

SAI...



SAI!



...HE MUST  
BE BACK  
IN TOKYO  
AFTER  
ALL.

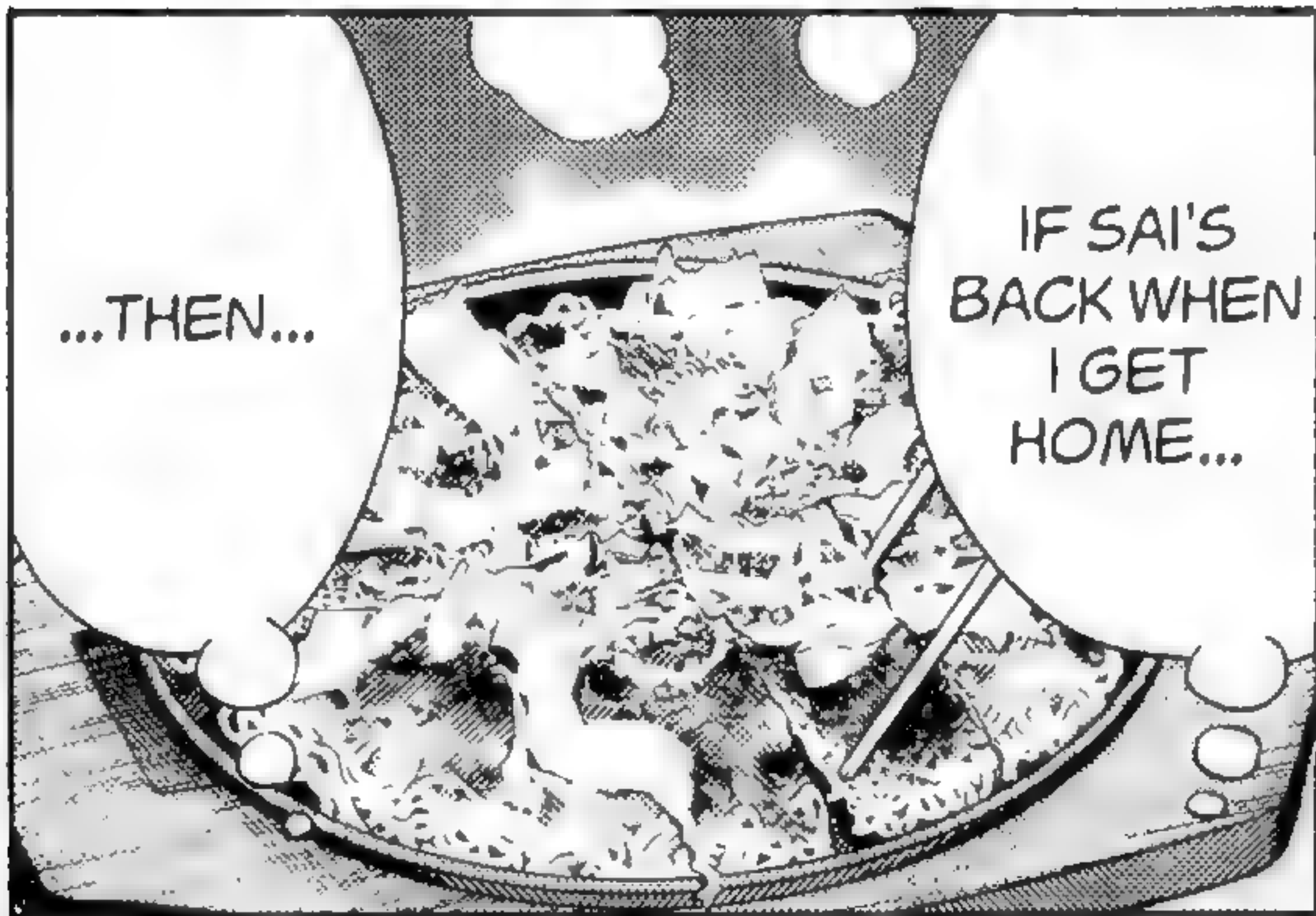


IF HE  
ISN'T  
HERE...





OR  
MAYBE...MAYBE  
HE'S ALREADY  
BACK IN MY  
ROOM!



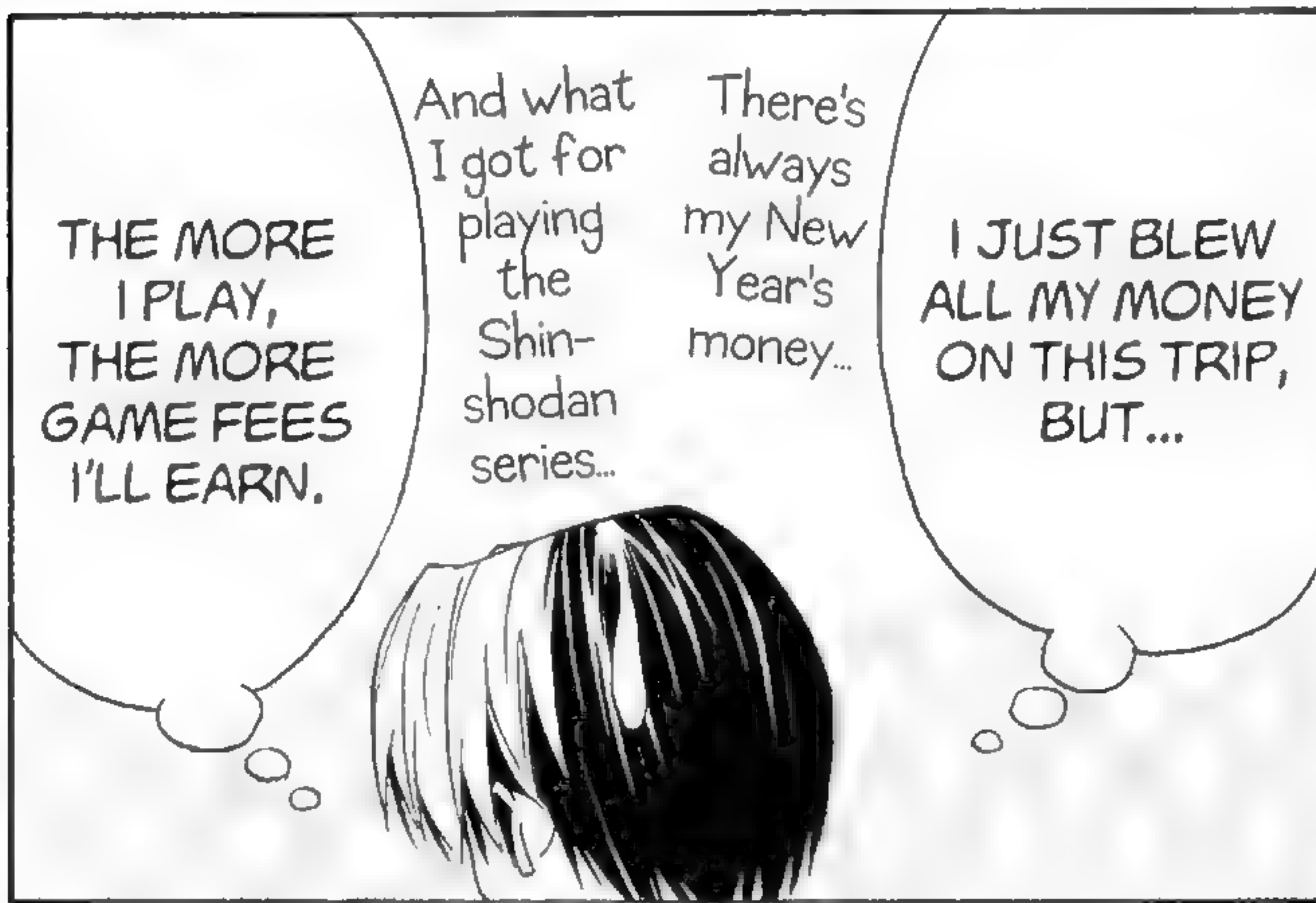
...THEN...

IF SAI'S  
BACK WHEN  
I GET  
HOME...



I'M GOING  
BACK TO  
TOKYO!

I'LL  
SEARCH  
THE WHOLE  
CITY AGAIN!



THE MORE  
I PLAY,  
THE MORE  
GAME FEES  
I'LL EARN.

And what  
I got for  
playing  
the  
Shin-  
shodan  
series...

There's  
always  
my New  
Year's  
money...

I JUST BLEW  
ALL MY MONEY  
ON THIS TRIP,  
BUT...



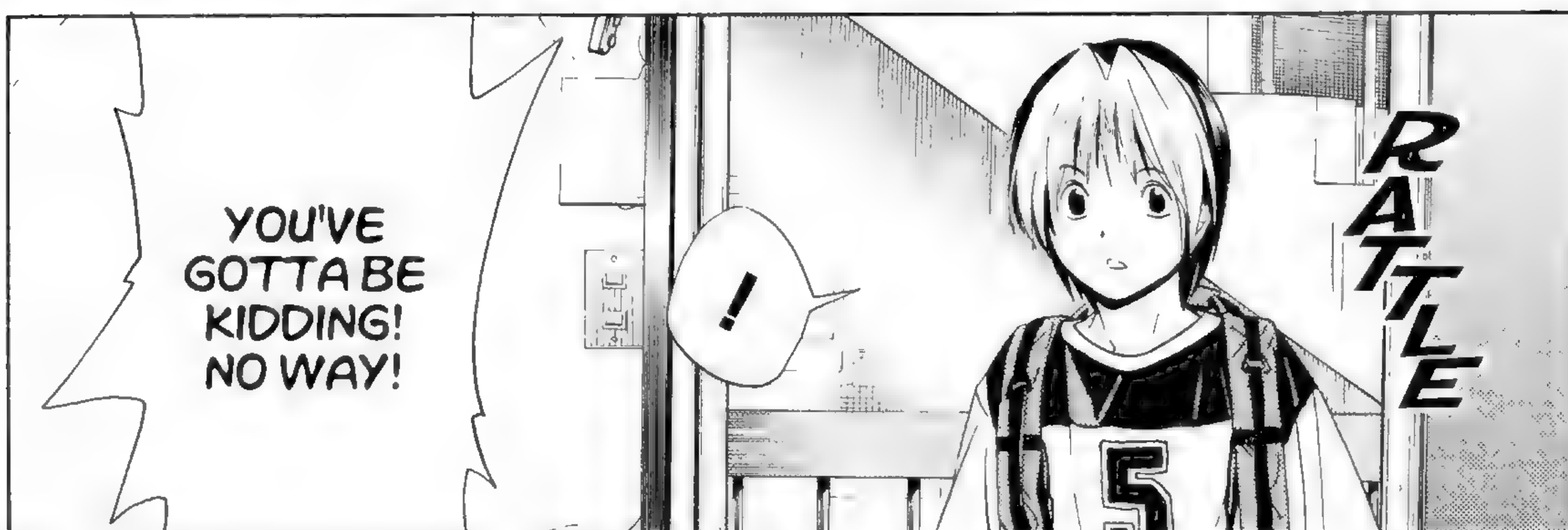
I'LL TAKE SAI  
ALL OVER  
THE PLACE.  
HE'LL BE SO  
HAPPY!



...SOMEDAY  
I'LL COME  
HERE AGAIN  
WITH HIM.



READ  
THIS  
WAY













IT DOESN'T  
SAY HOW  
TO GET TO  
LEVEL 10.

I got to  
level 9 easily  
but...



GAME BOY ADVANCE  
HIKARU NO GO

ACCORDING TO THE  
STRATEGY GUIDE,  
YOU'RE SUPPOSED  
TO BE ABLE TO PLAY  
ONE-COLOR GO AFTER  
YOU MAKE IT TO  
LEVEL 10.

(CON-  
TINUED  
FROM  
PAGE  
98.)

# HIKARU NO GO

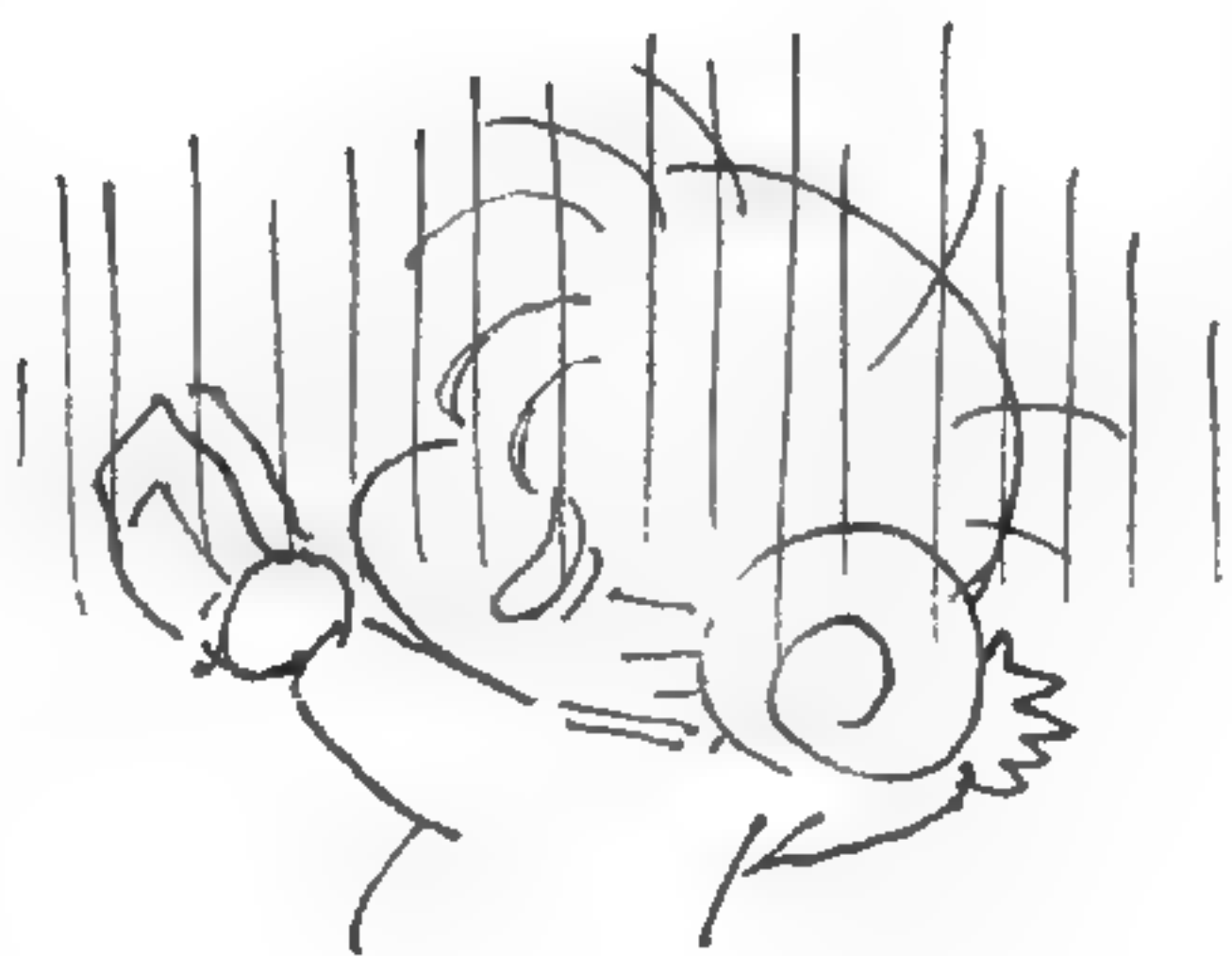
## STORYBOARDS

(41)

YUMI  
HOTTA



3630!



SO THAT'S  
WHAT I DID  
AND I WON  
RIGHT AWAY,  
BUT...

"GENERALLY, IF YOU  
LET TOYA KOYO  
HAVE A 4-STONE  
HANDICAP ON A  
19X19 BOARD AND  
BEAT HIM WITHOUT  
USING THE HELP  
FUNCTION, YOU  
SHOULD BE ABLE  
TO MANAGE IT."

I ASKED  
KONAMI AND  
THEY TOLD ME,  
"YOU GET  
THERE BY  
SCORING  
**OVER  
3700.**"

YESSS! OR SO I  
THOUGHT...  
MY SCORE WAS  
ONLY 3560!

WHAAAAT?!

CALM DOWN!  
THE NEXT  
TIME I PLAYED  
CAREFULLY  
AND  
PRECISELY  
AND...I WON BY  
RESIGNATION!

THAT MADE  
ME MAD,  
WHICH  
AFFECTED  
MY PLAYING  
AND...I LOST.



SO I PLAYED  
AGAIN, BUT  
TWICE THE  
CURSOR  
MOVED AND  
MADE ME  
PLACE MY  
STONE IN THE  
WRONG  
SPOT—SO I  
LOST.

THE NEXT TIME,  
I GAVE HIM 5 STONES  
AND STILL BEAT HIM  
SOUNDLY! EXCEPT...THE  
COMPUTER WASN'T  
ABLE TO CALCULATE  
THE OUTCOME OF THE  
GAME. IT SAID IT WAS A  
TIE. I KNOW COMPUTERS  
HAVE THEIR LIMITS, BUT  
STILL... (SOB).

Great...  
Just great.

Later, Konami  
told me, "Luck  
is a factor  
too."

In the end, I got  
3980 by playing  
a 9x9 and giving  
him a 3-stone  
handicap.

AND IT TAKES  
ALMOST TWO  
HOURS TO PLAY  
ONE 19X19 GAME...



Ex-  
hausted









YOU'RE  
CRAZY!  
EVERYONE  
KNOWS  
THAT  
MEANS  
¥5,000!\*



I SAW FIVE  
FINGERS—  
LIKE THIS.  
THAT  
MEANS  
¥50,000!

YOU'RE  
THE ONE  
WHO  
WANTED  
TO BET!

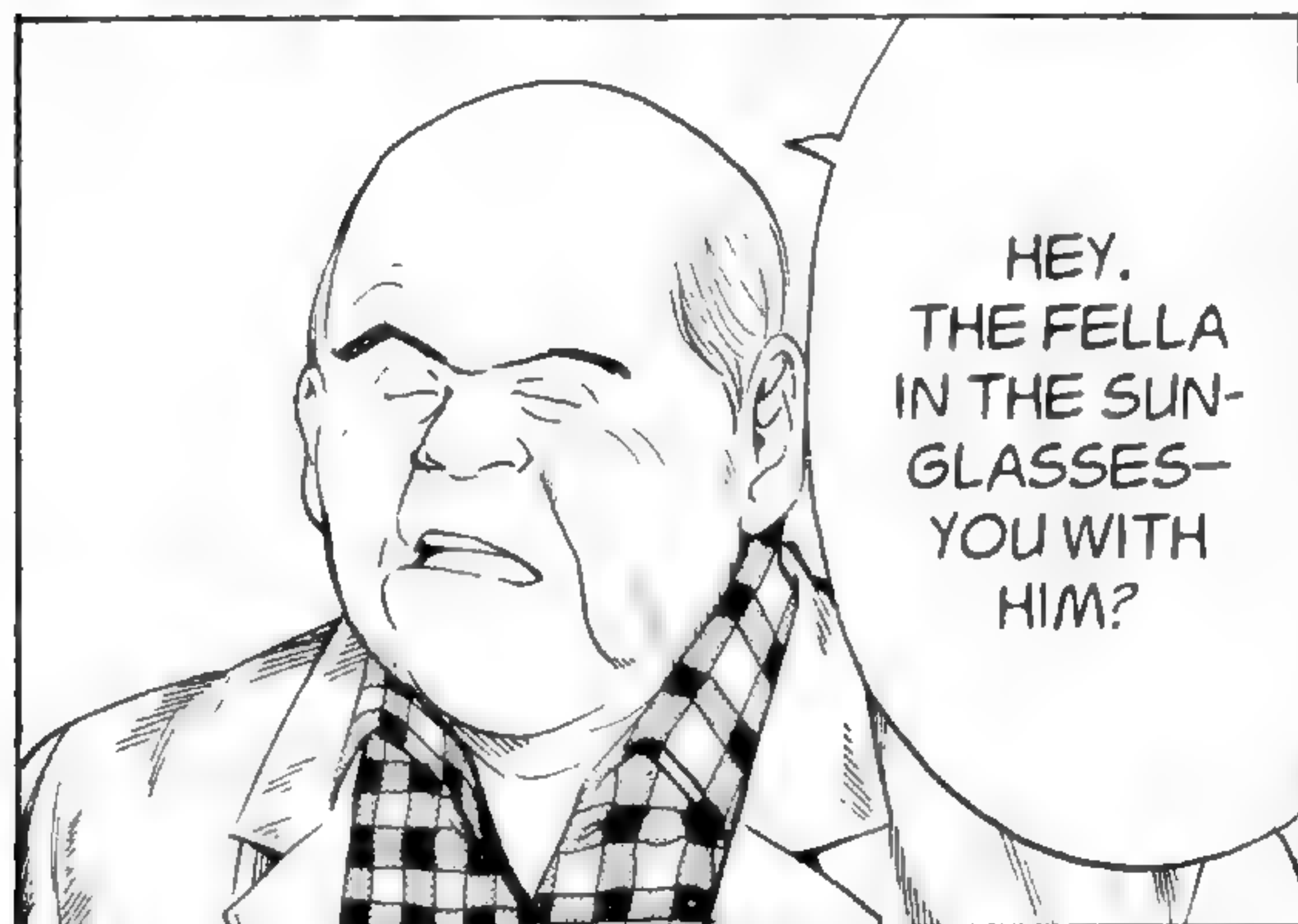
\*About \$50



¥50...?!  
YOU THINK  
THAT'S  
FUNNY?!

YOU SHOULD'VE  
BEEN CLEAR  
FROM THE START.  
I WOULD'VE  
PLAYED YOU FOR  
JUST ¥50.\*

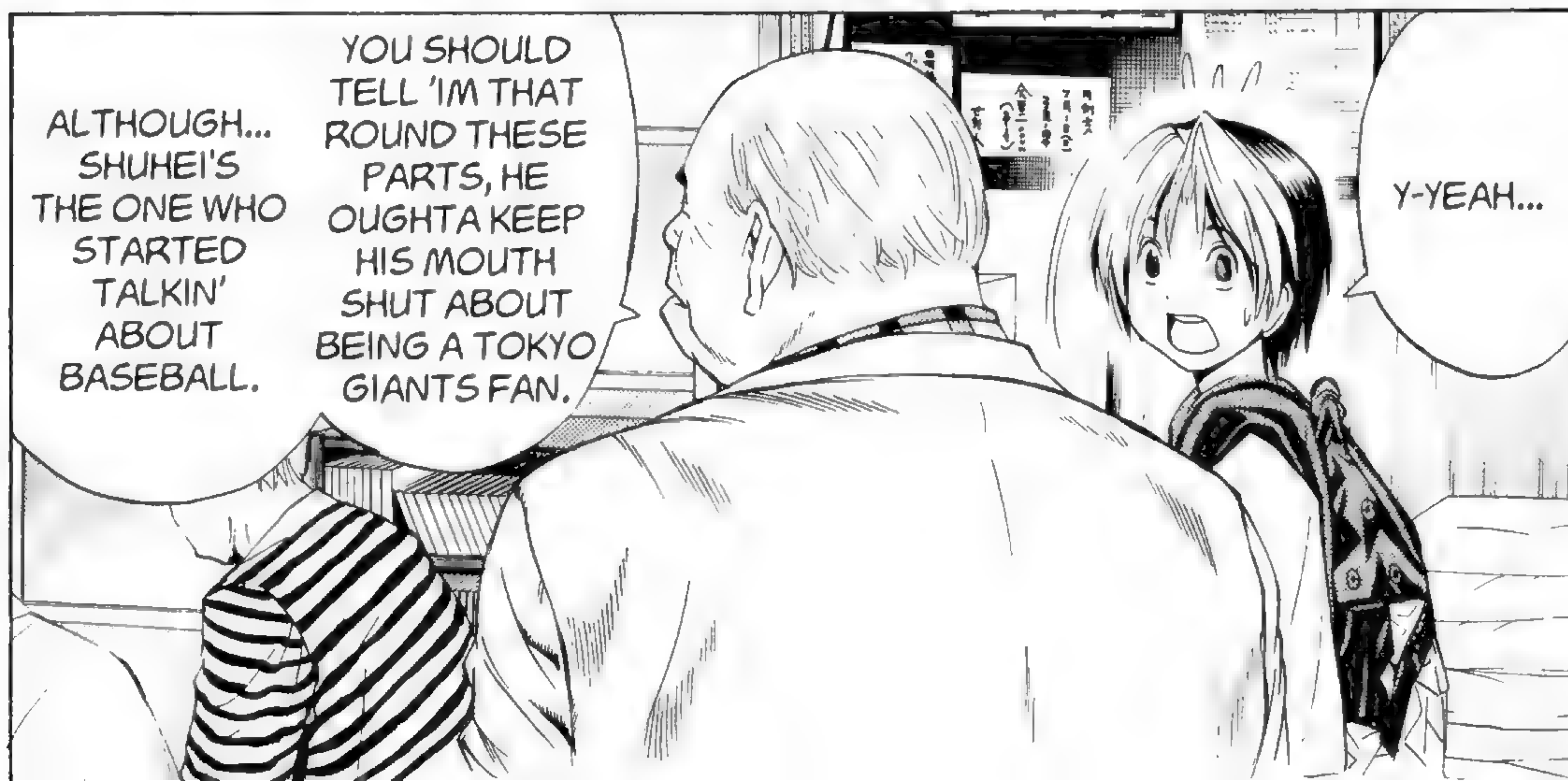
\*About 50 cents



HEY.  
THE FELLA  
IN THE SUN-  
GLASSES—  
YOU WITH  
HIM?



M-MR.  
KAWAI...?!

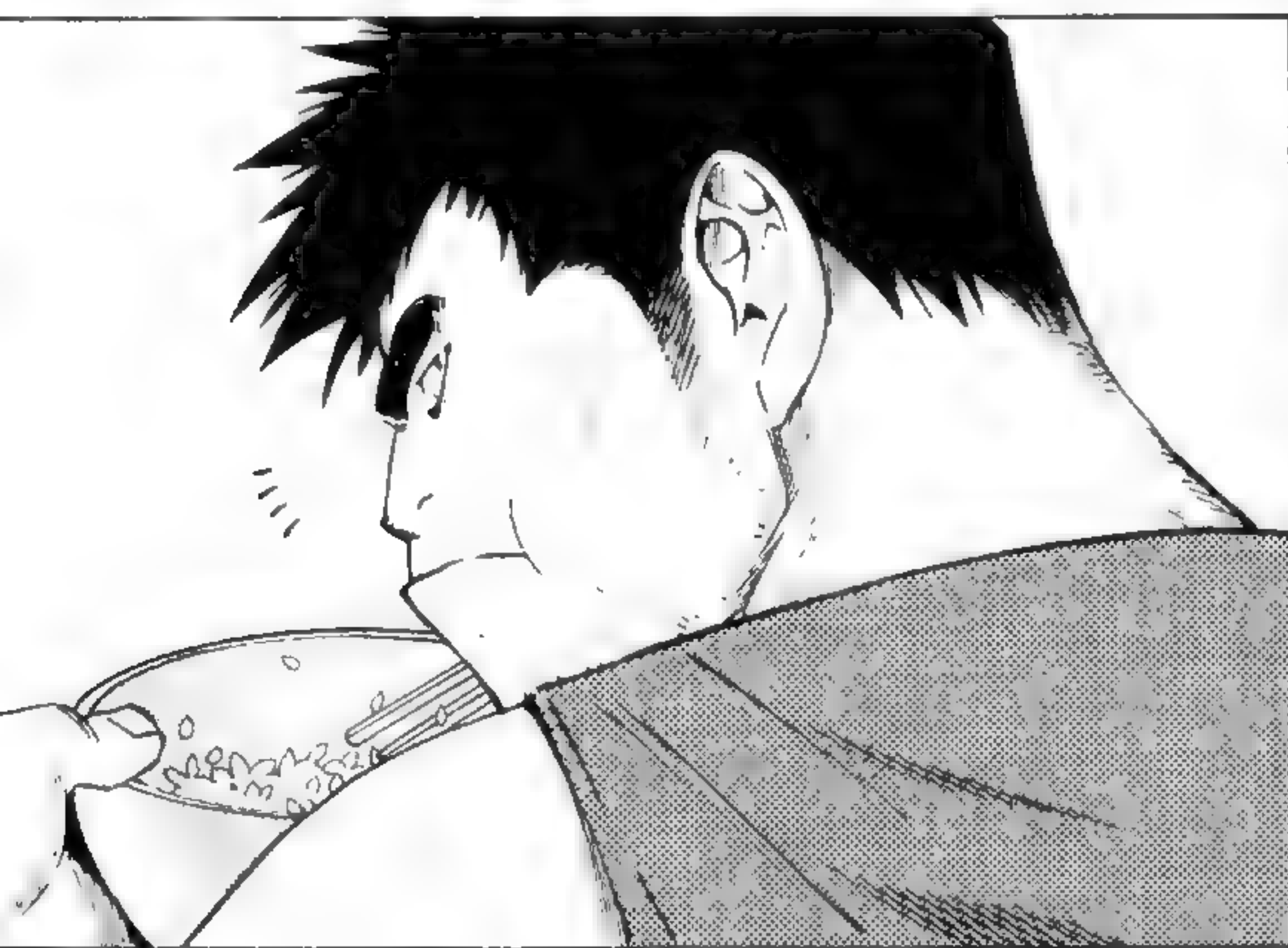


ALTHOUGH...  
SHUHEI'S  
THE ONE WHO  
STARTED  
TALKIN'  
ABOUT  
BASEBALL.

YOU SHOULD  
TELL 'IM THAT  
ROUND THESE  
PARTS, HE  
OUGHTA KEEP  
HIS MOUTH  
SHUT ABOUT  
BEING A TOKYO  
GIANTS FAN.

Y-YEAH...









YOUR  
TURN'S  
OVER.



ISN'T  
THAT  
THE KID  
WHO...?



HOW  
'BOUT I  
PLAY THE  
KID.

WHAAAT  
?!



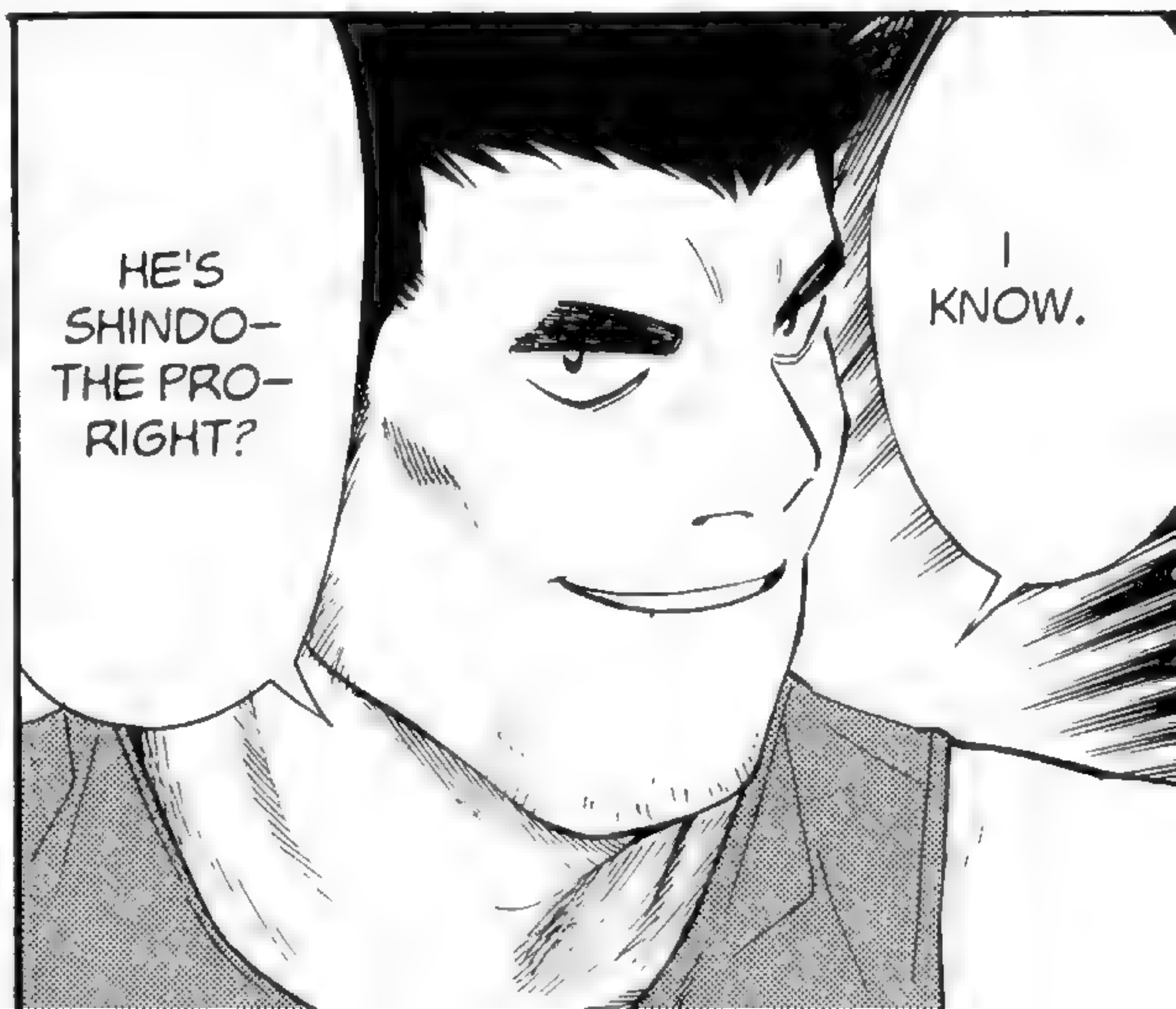
WHAT?!

MURMUR

YOU  
KNOW? YOU  
MUST THINK  
YOU'RE PRETTY  
GOOD, HUH?



HE  
LOOKS  
LIKE ANY  
OLD KID,  
BUT  
HE'S—



I  
KNOW.





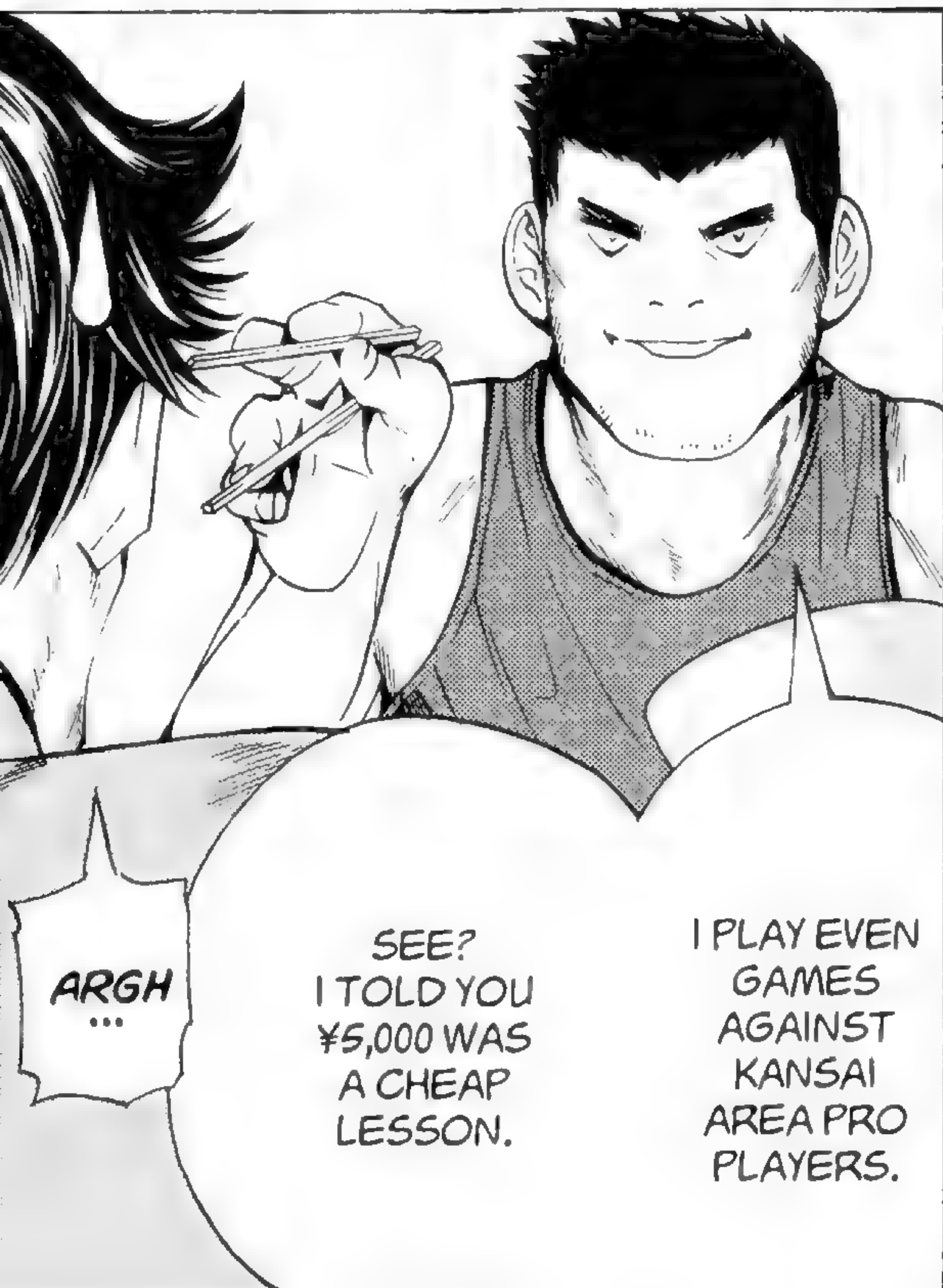
WHO ARE YOU?



CHMP CHMP

DON'T DISAPPOINT US AMATEURS, OKAY?

I READ ABOUT THE GAME YOU PLAYED IN THE SHINSHODAN SERIES AGAINST TOYAKOYO. IT WAS IN GO WEEKLY. YOUR DEBUT GAME, RIGHT?



ARGH ...

SEE? I TOLD YOU ¥5,000 WAS A CHEAP LESSON.

I PLAY EVEN GAMES AGAINST KANSAI AREA PRO PLAYERS.



SHUHEI'S THE TOP AMATEUR PLAYER.

HE'S THE GUY WHO'S REPRESENTING JAPAN IN THE INTERNATIONAL AMATEUR CHAMPIONSHIP THIS YEAR.



A PINCH HITTER ?!

ME?

LET 'IM HAVE IT, NO HOLDS BARRED!



OKAY, FINE! YOU BE MY PINCH HITTER!





YOU'RE GONNA  
BE SORRY,  
JERK!



...PAL.

CHILL  
OUT...



GET YOUR  
BUTT OVER  
HERE!



THIS'LL BE  
FUN TO  
WATCH!

SO IT'S  
SHUHEI  
AGAINST A  
PRO, EH?



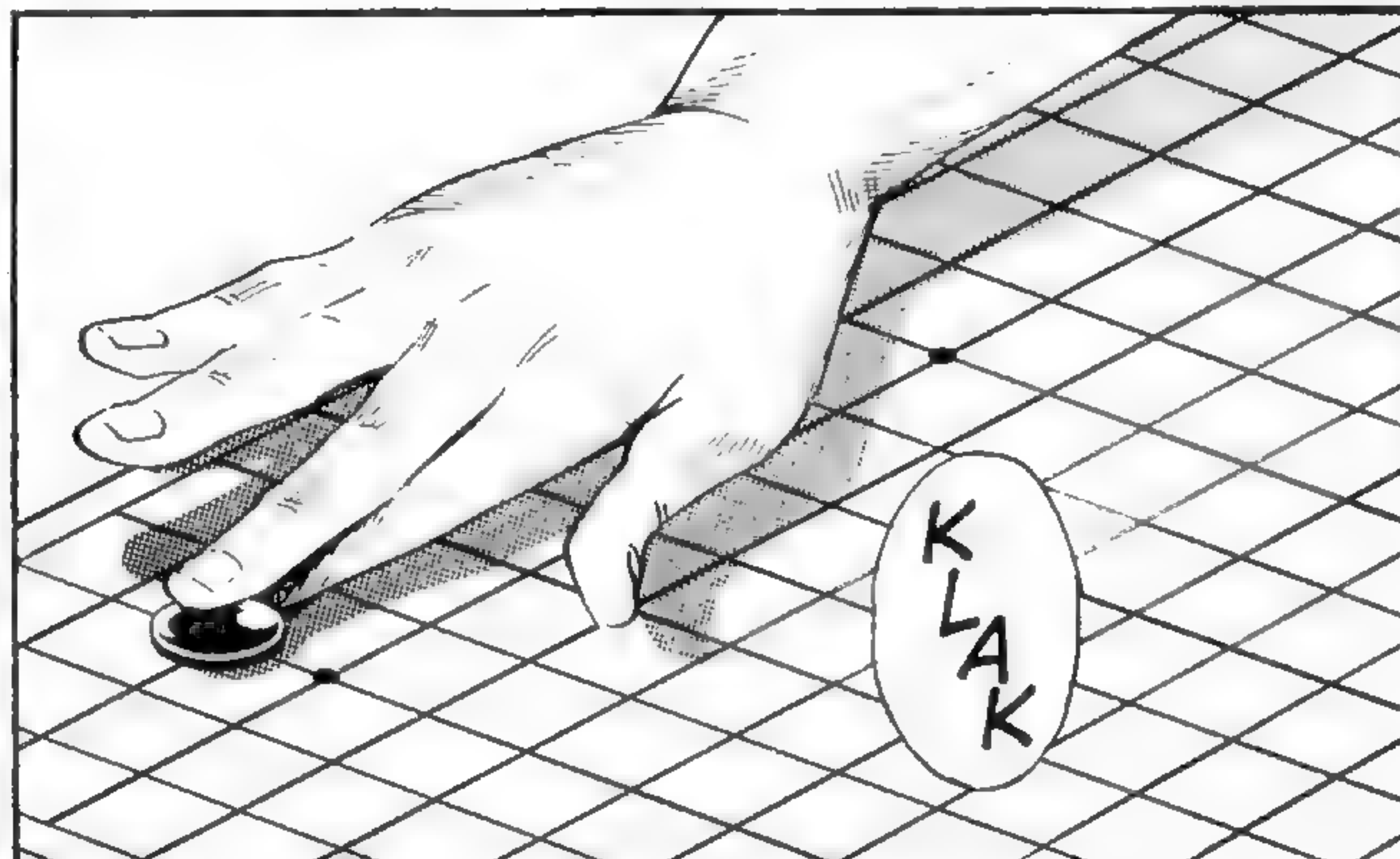
NNGH...  
LISTEN!  
YA CAN'T  
LOSE, YA  
HEAR ME?

O-O-KAY,  
MR. KAWAI!



LET'S GET  
STARTED.





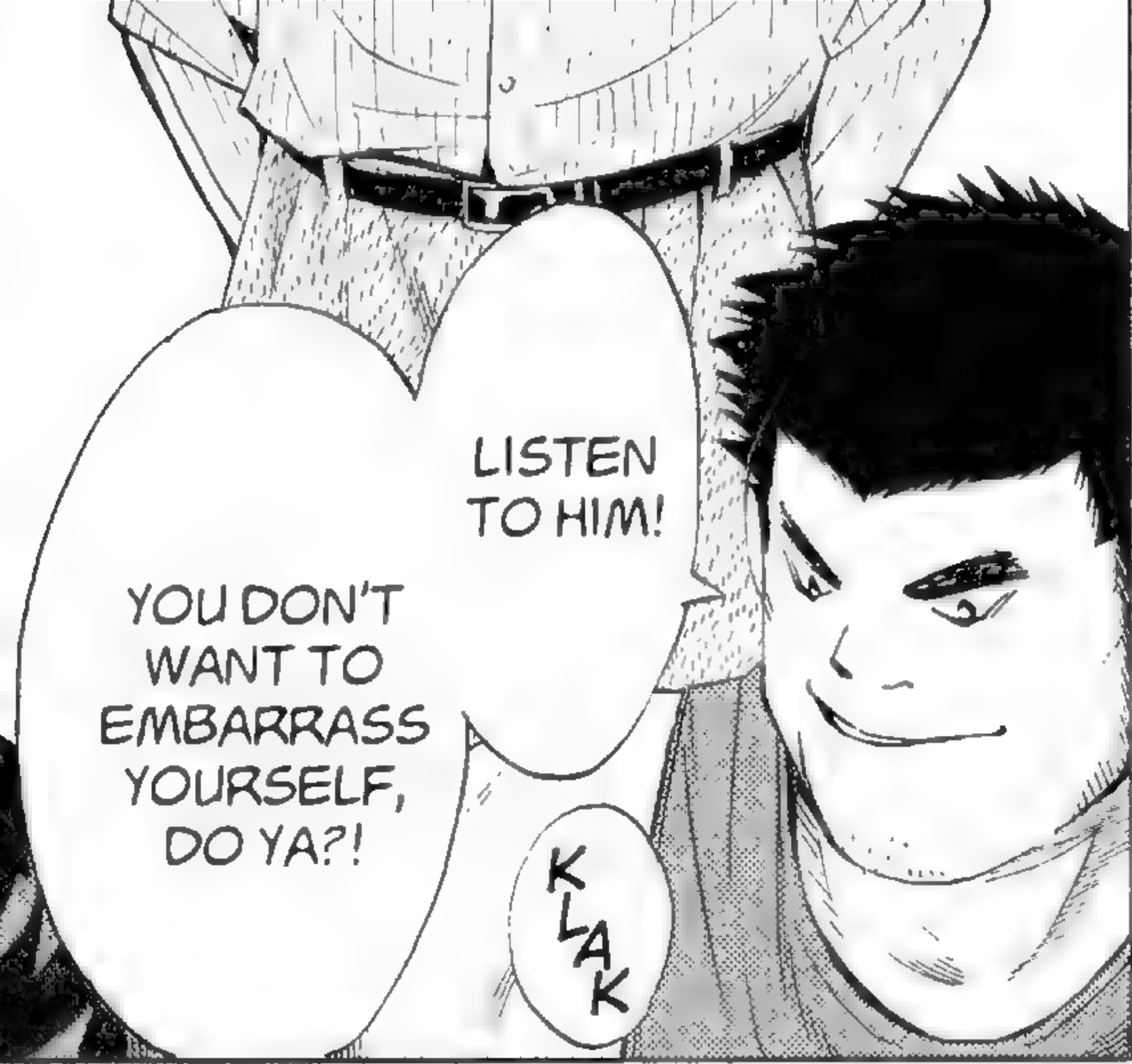




\*present-day Tokyo.







YOU DON'T  
WANT TO  
EMBARRASS  
YOURSELF,  
DO YA?!

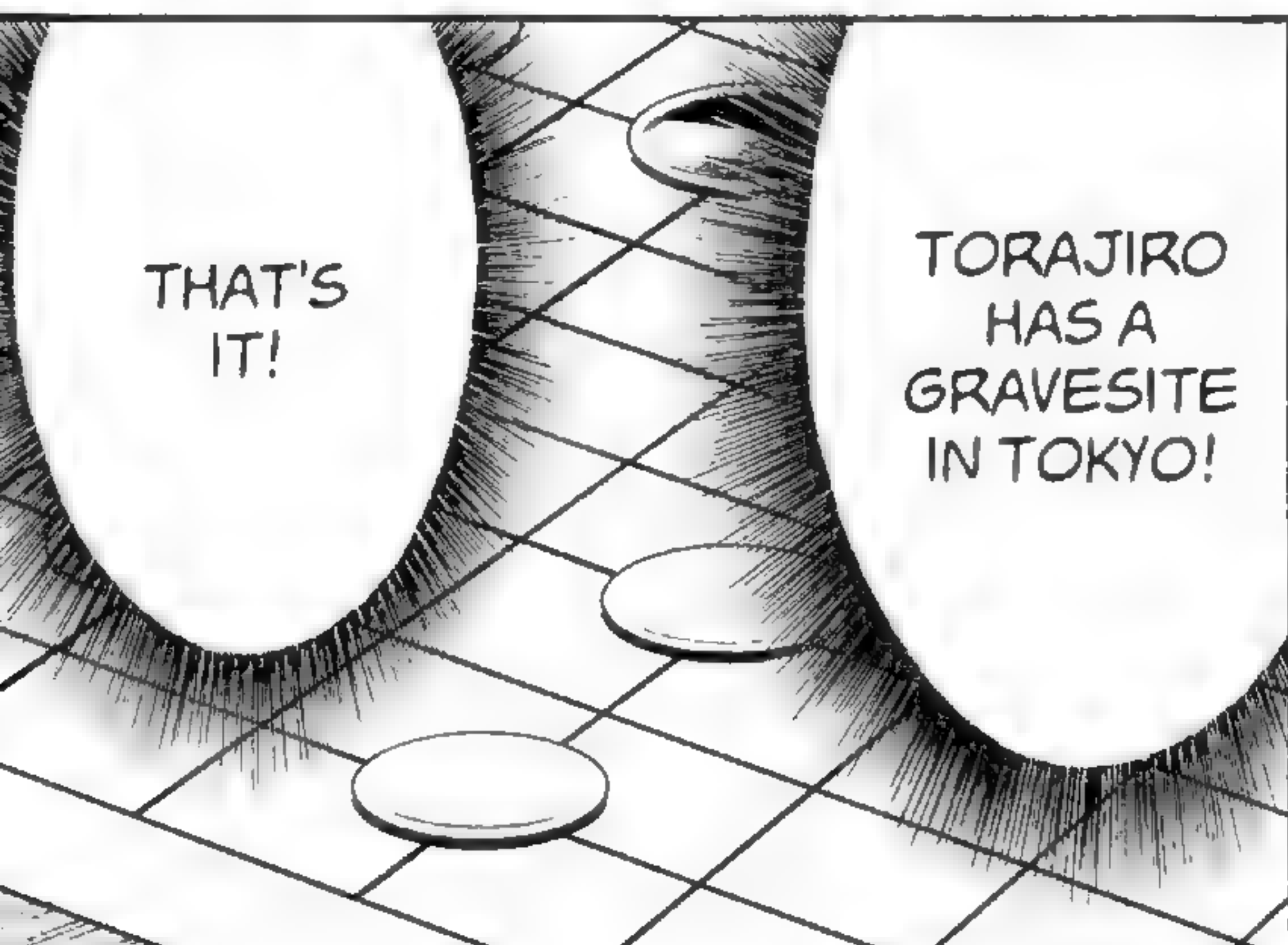
LISTEN  
TO HIM!

K  
L  
A  
K



WHO  
CARES?!  
KEEP YOUR  
MIND ON  
THE GAME!

WHERE IN  
TOKYO?!



THAT'S  
IT!

TORAJIRO  
HAS A  
GRAVESITE  
IN TOKYO!



I BET  
THAT'S  
WHERE SAI  
IS!

K  
L  
A  
K



HE'S IN  
TOKYO  
AFTER ALL!  
SAI'S IN  
TOKYO!

HE'S GOTTA  
BE!  
HE WOULDN'T  
GO ALL THE  
WAY TO  
HIROSHIMA!

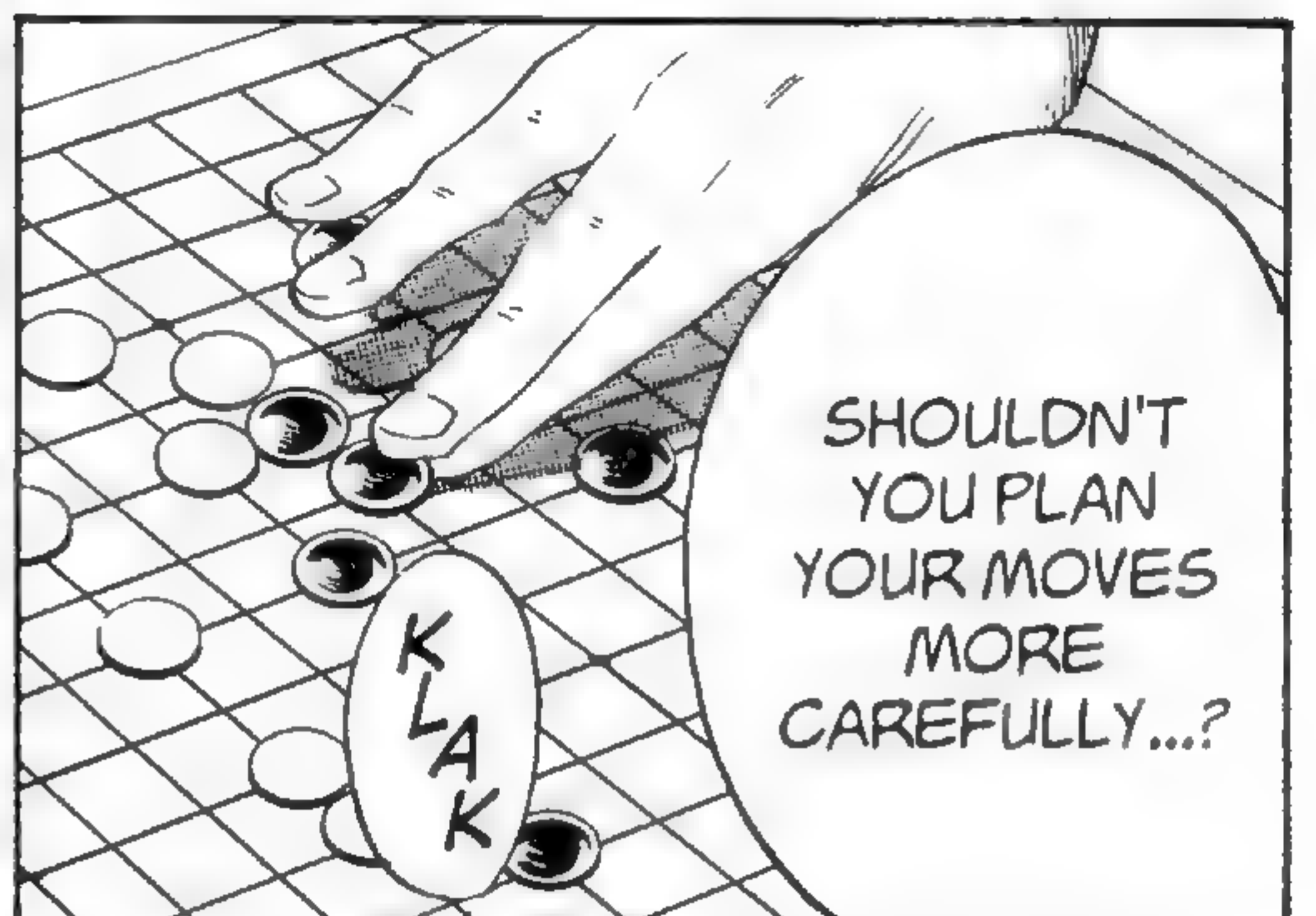
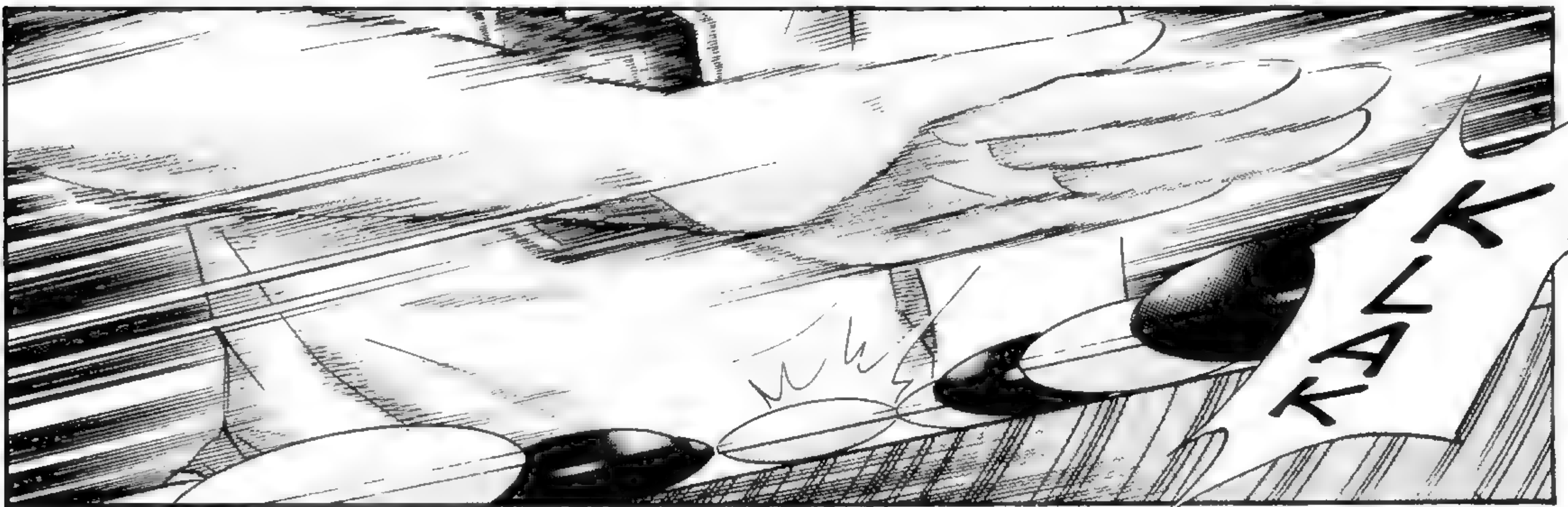
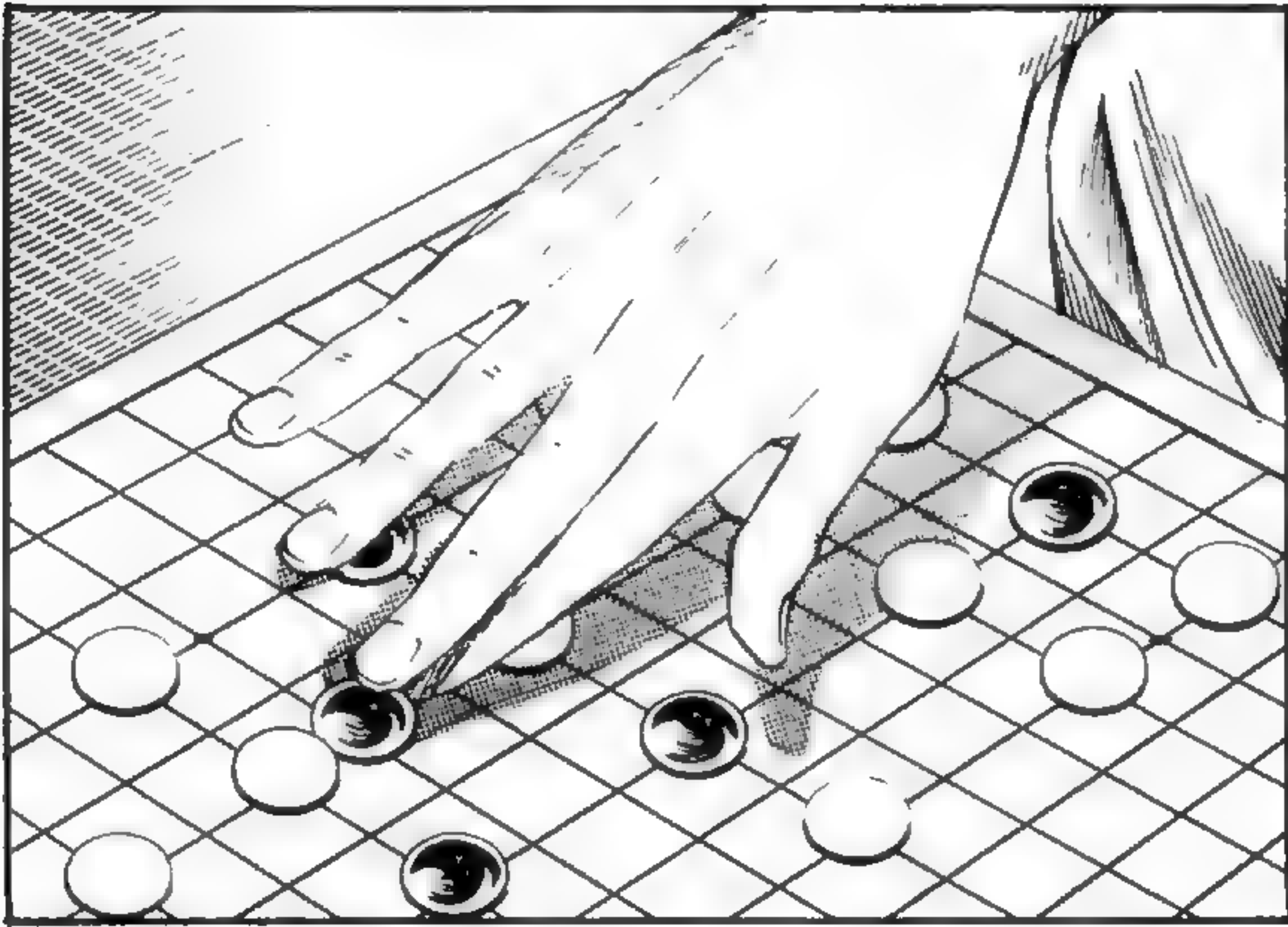










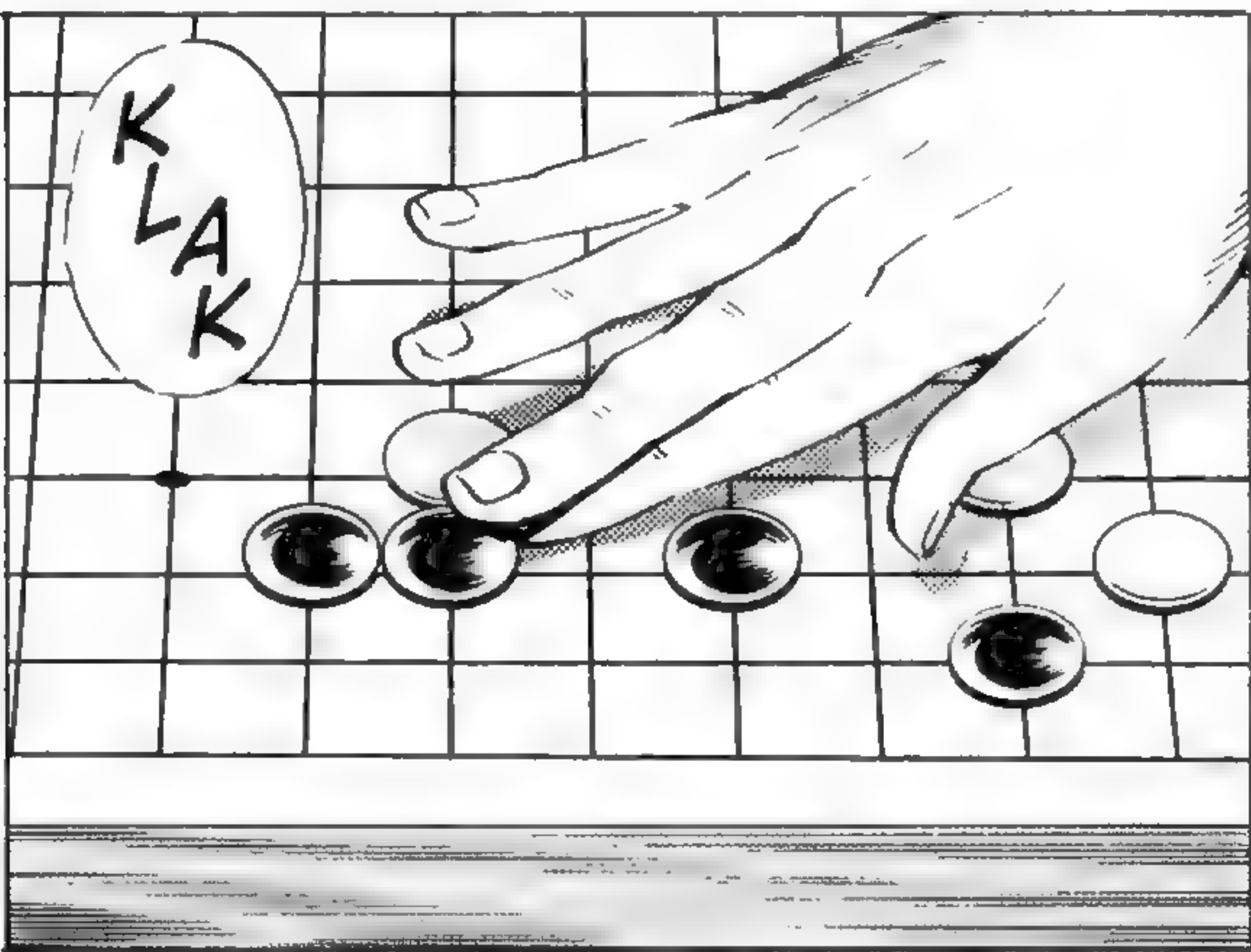
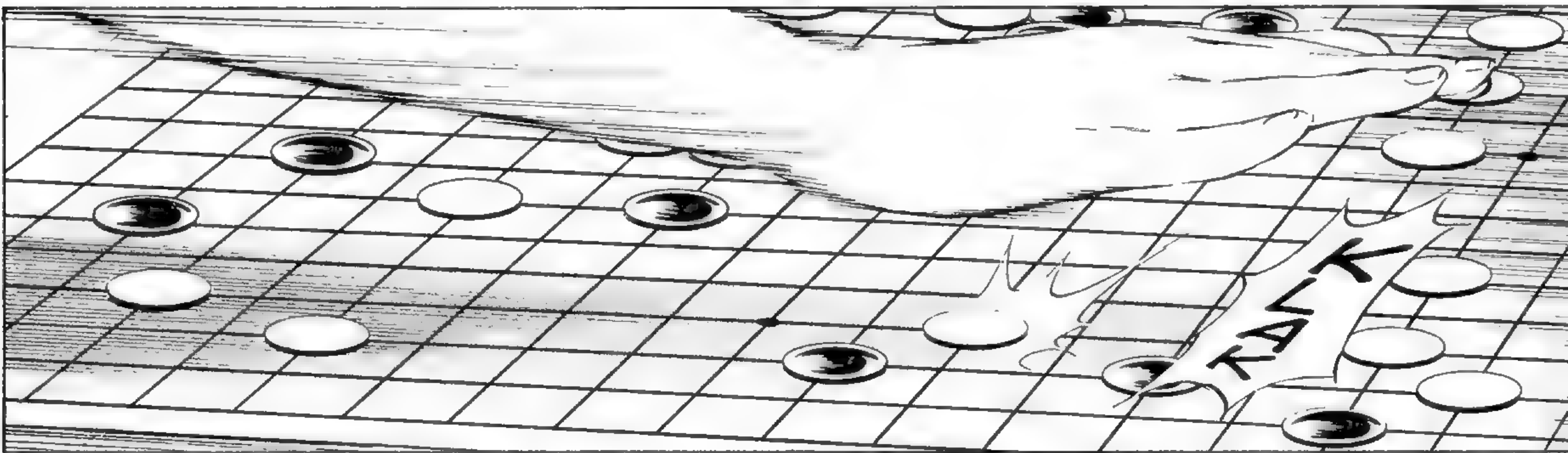
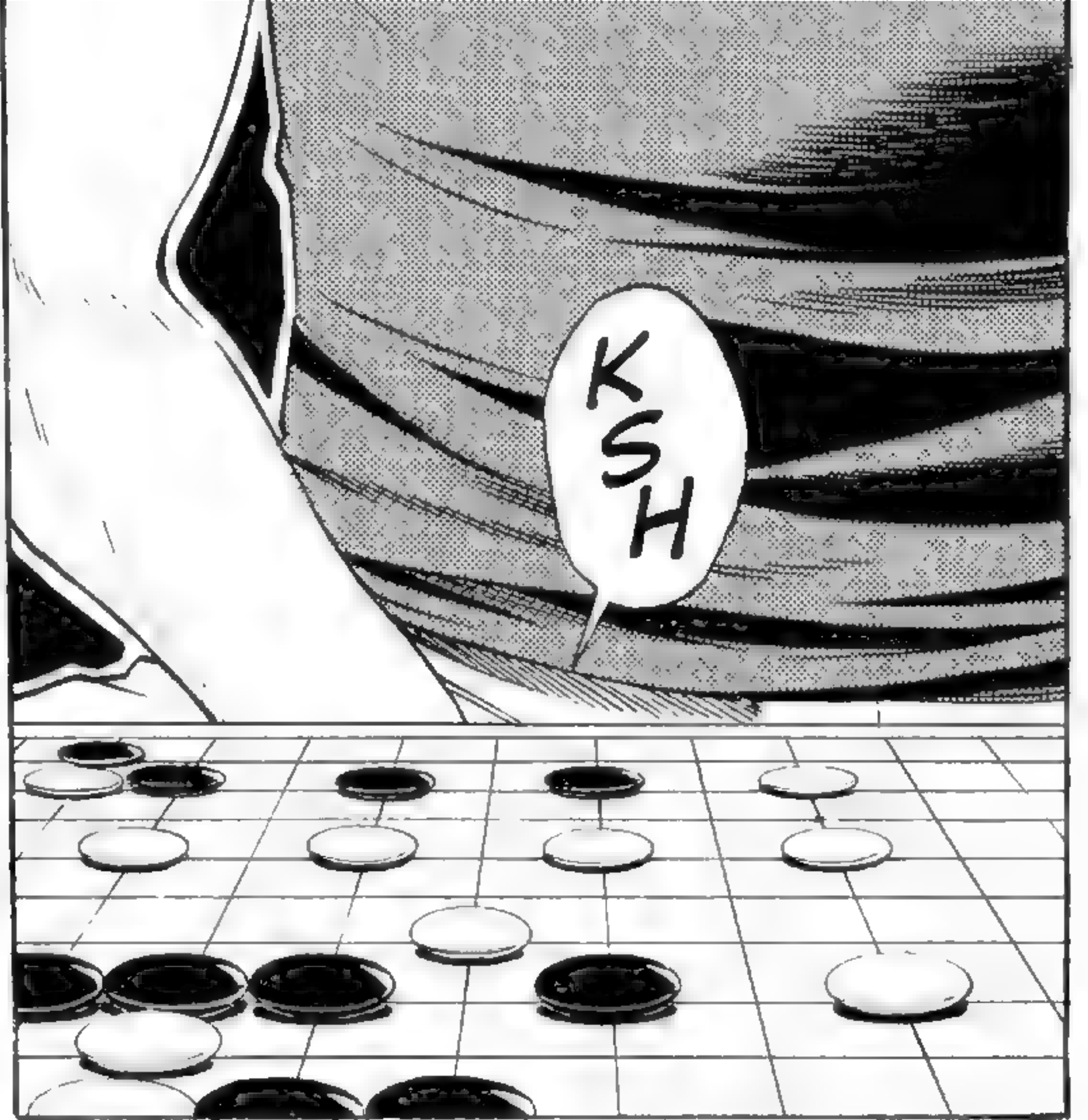




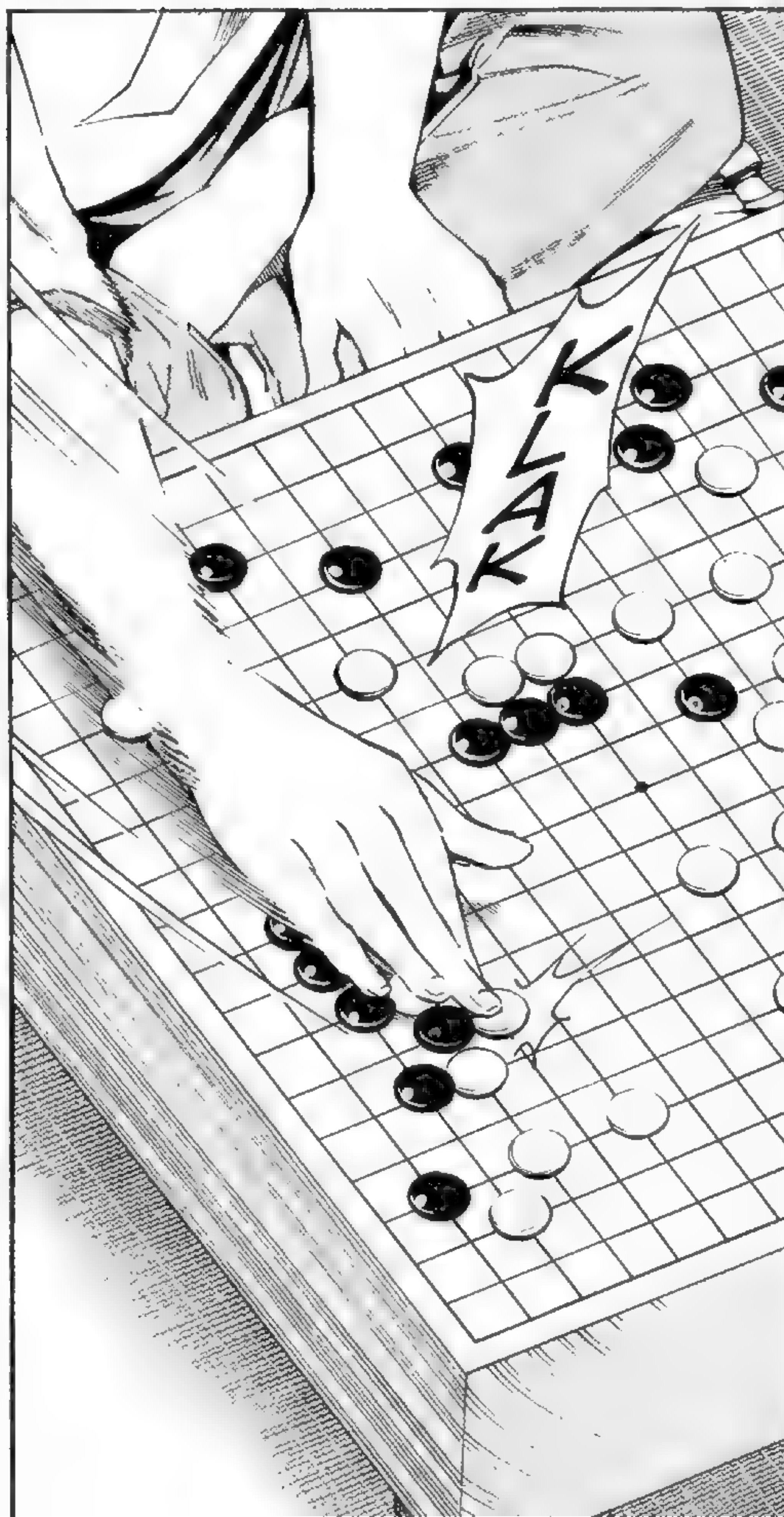
READ  
THIS  
WAY



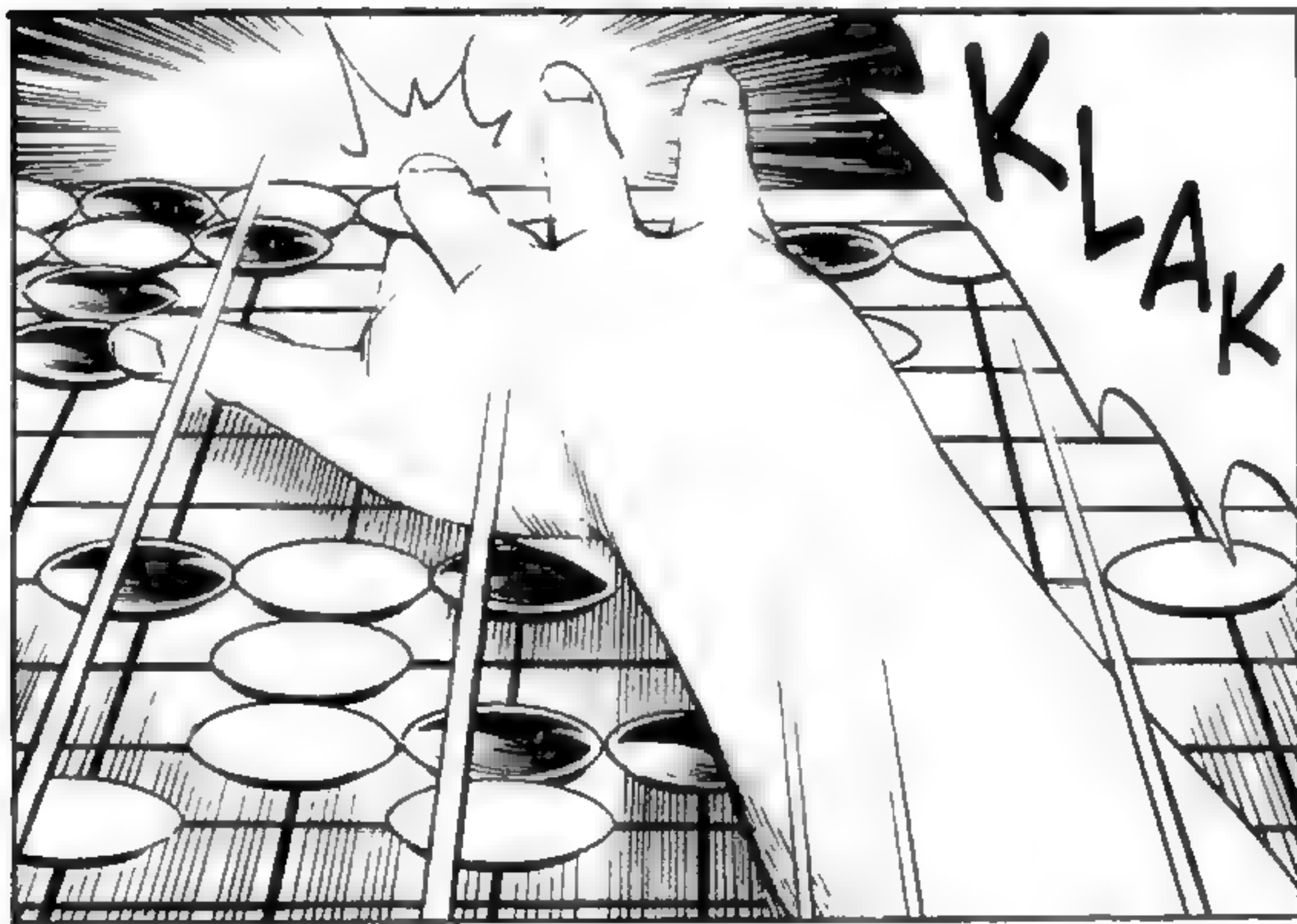




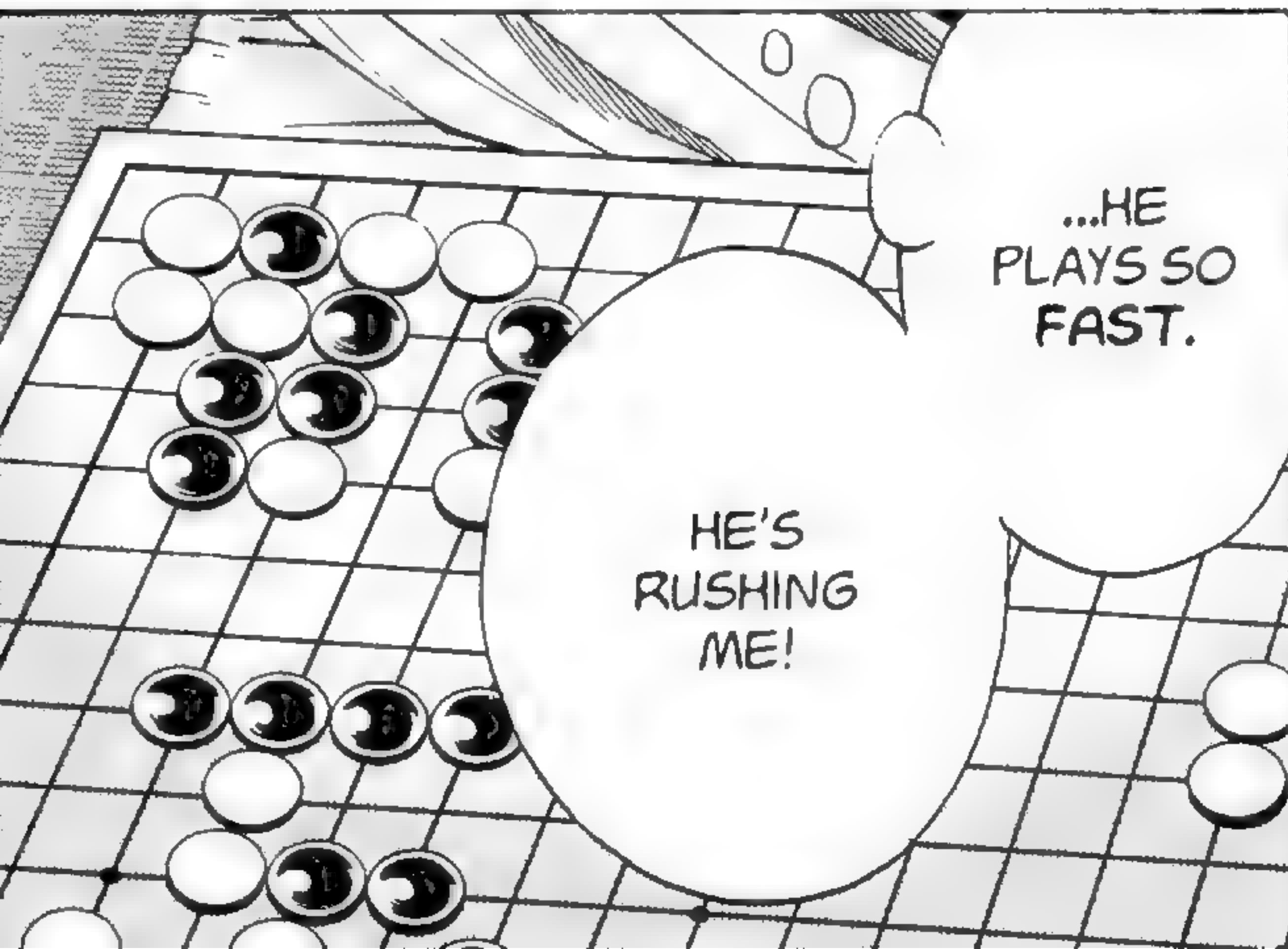




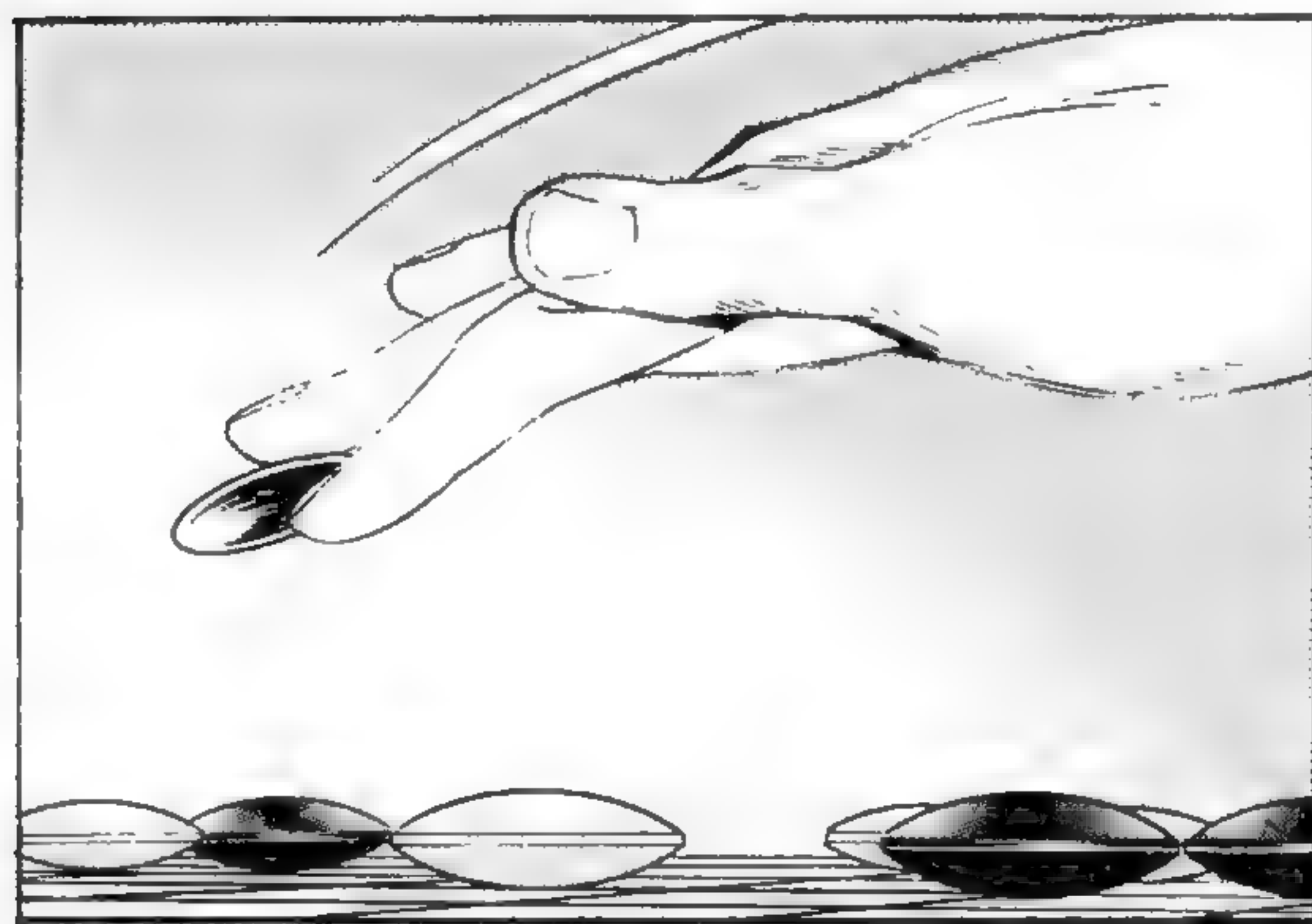
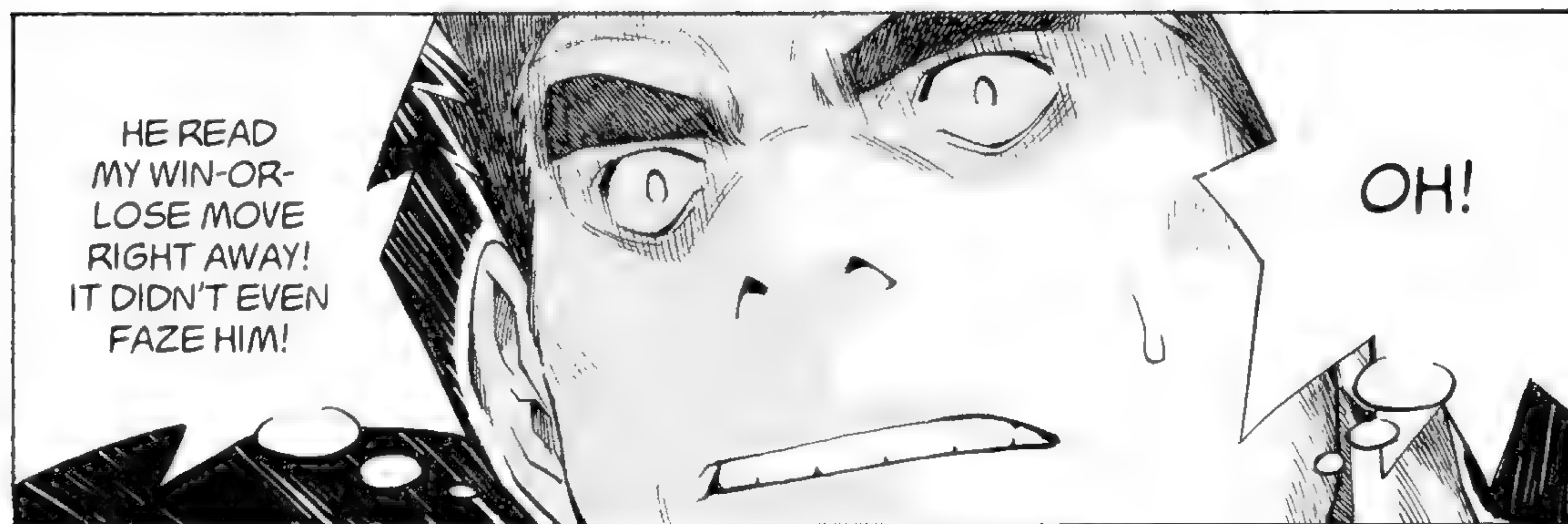
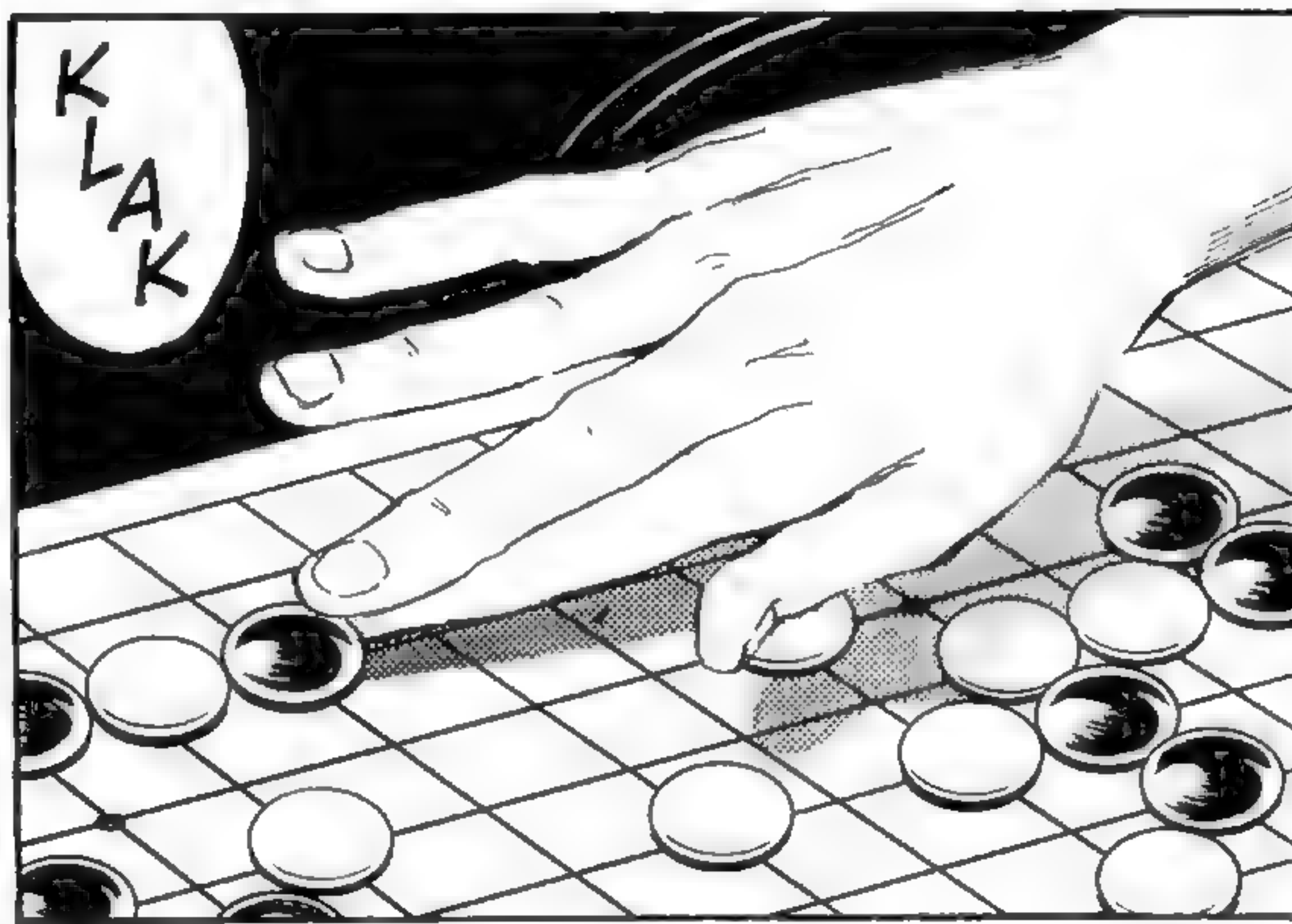


























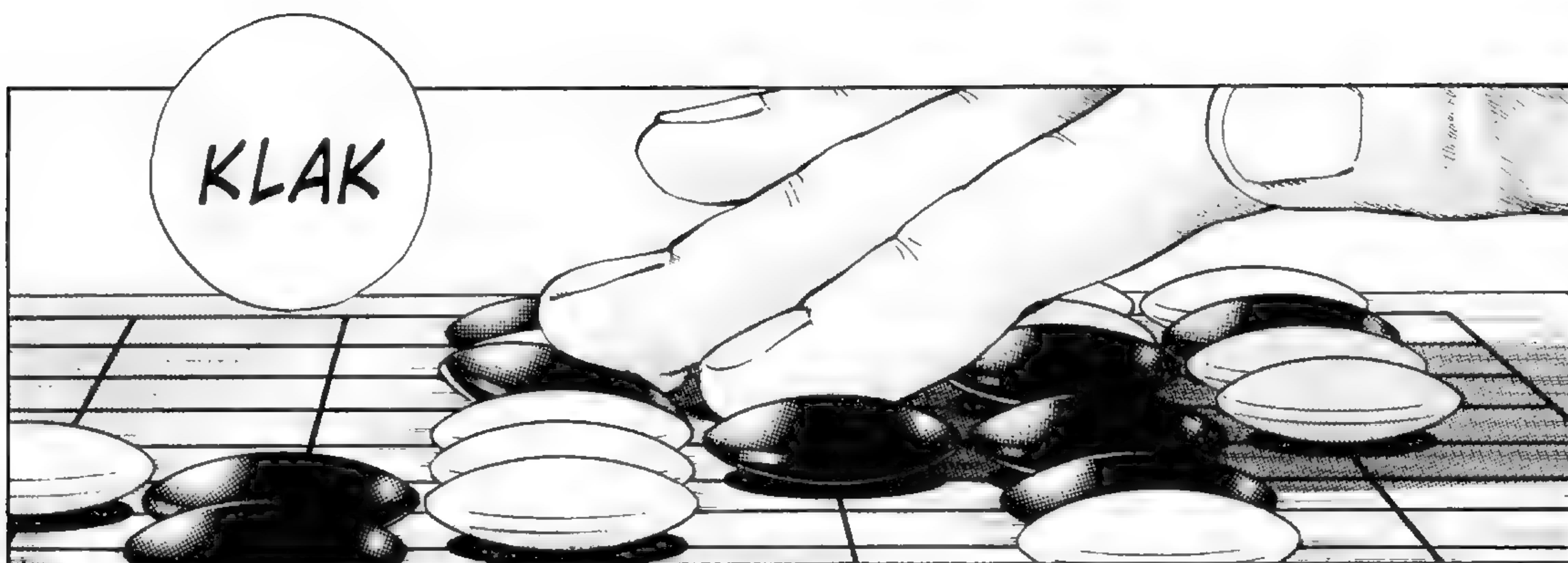




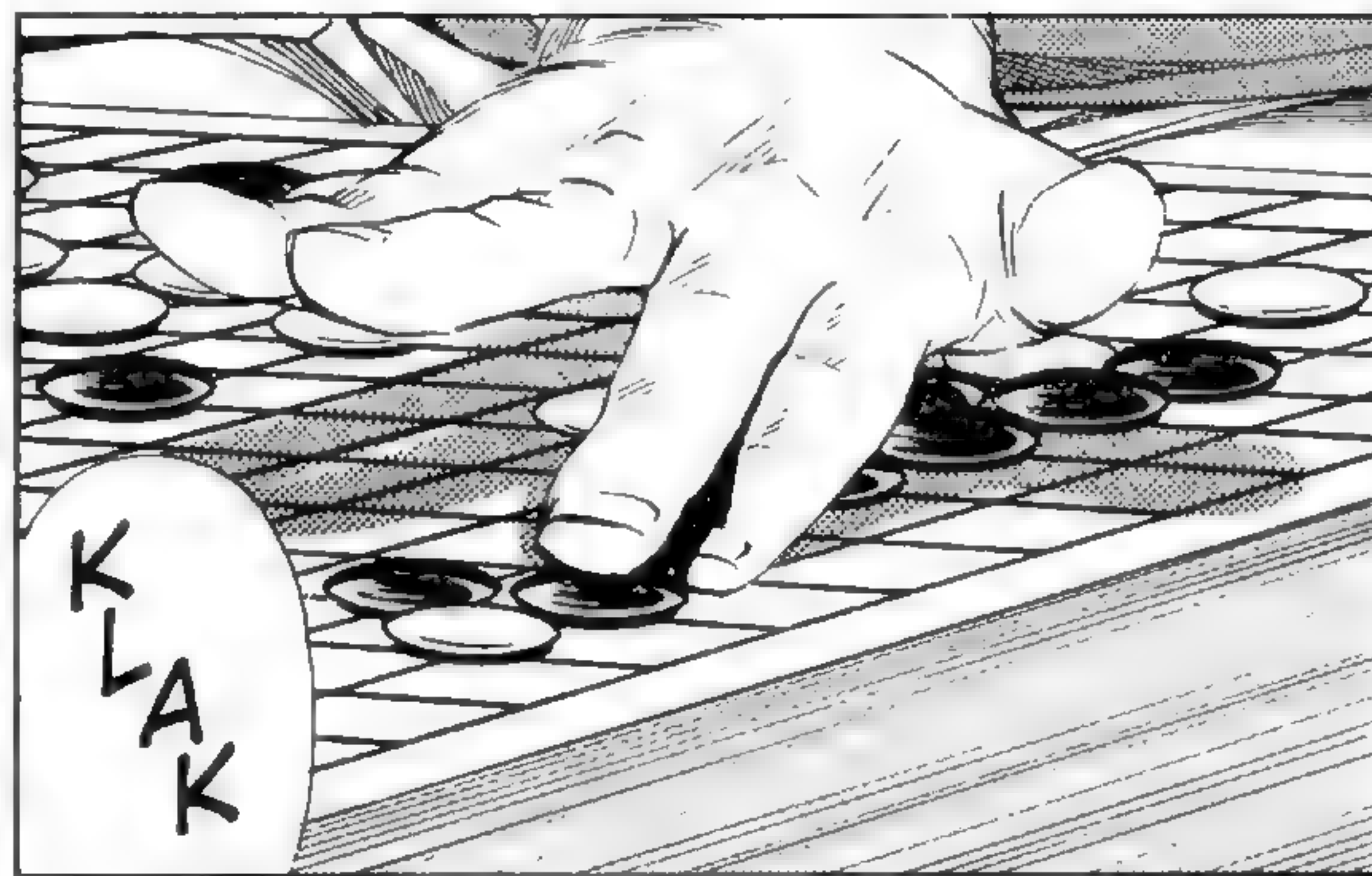


Game 128 "The Last Clue"

















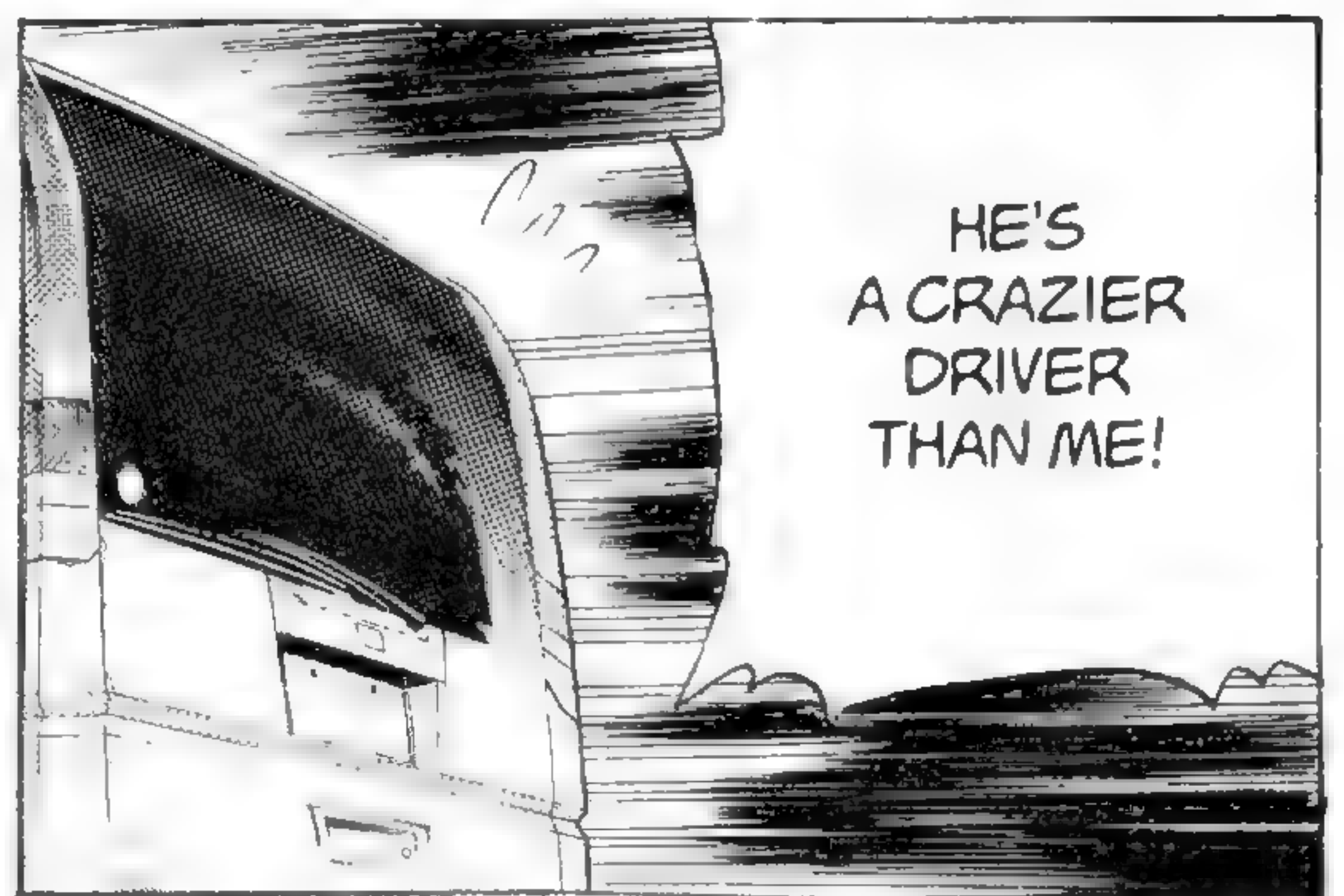
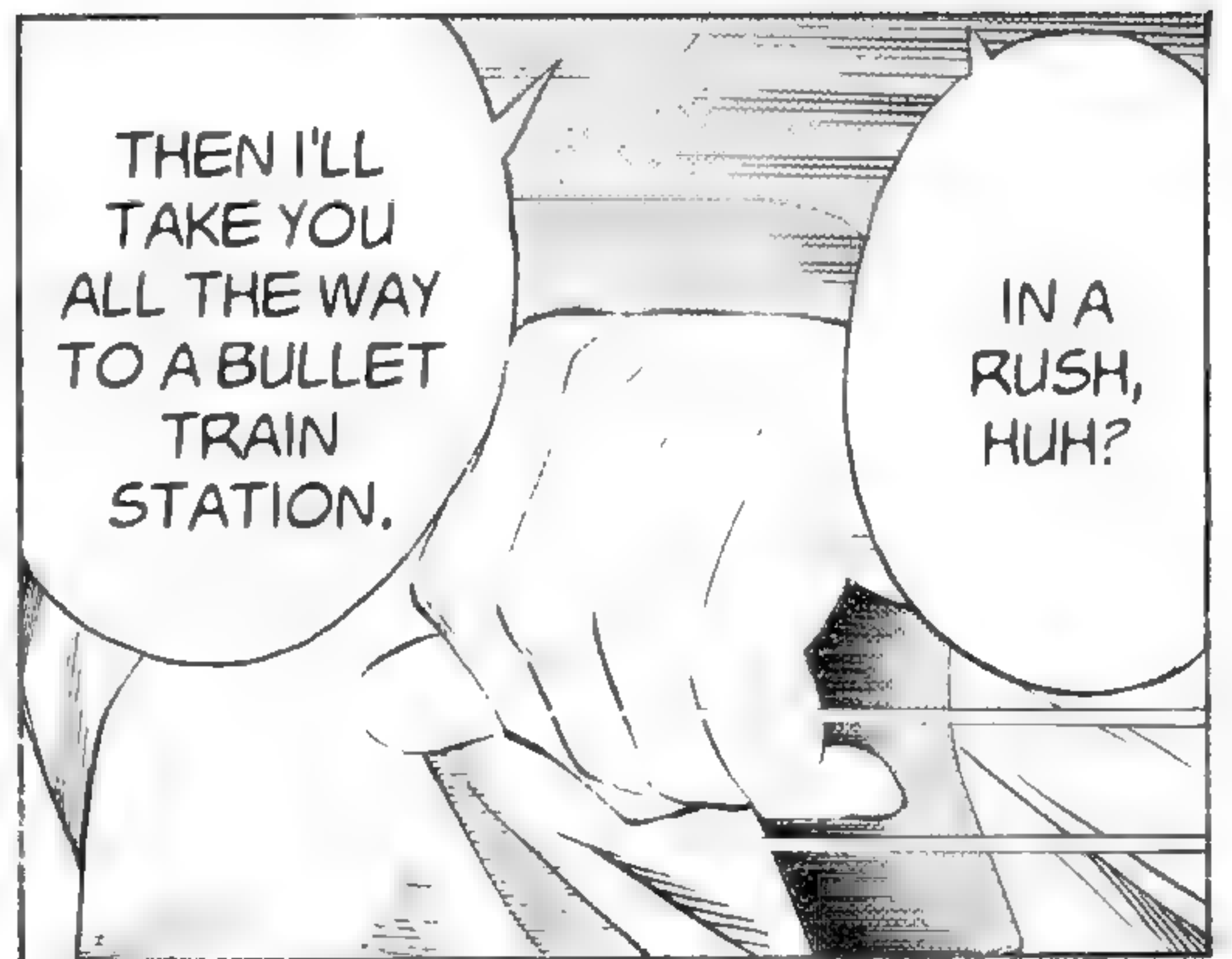




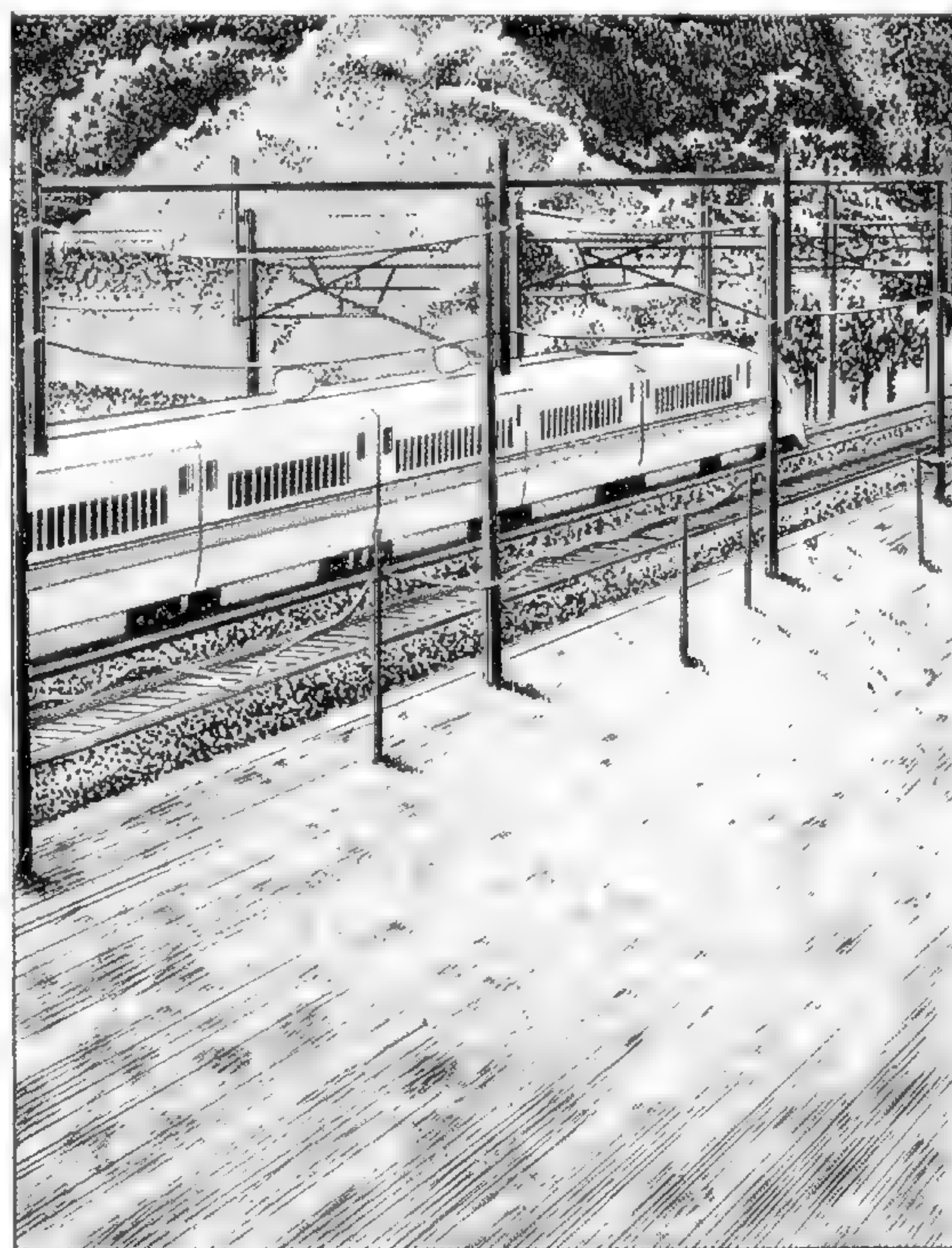
















WHATEVER  
HAPPENS IN  
THE WORLD  
OF GO, HE'S  
GONNA BE IN  
THE MIDDLE  
OF IT.

THE WAY HE  
PLAYS, IT'S HARD  
TO BELIEVE HE'S  
JUST IN HIS THIRD  
YEAR OF MIDDLE  
SCHOOL... HE'S GOT  
A BIG FUTURE AHEAD  
OF HIM! CAN'T WAIT  
TO SEE IT!



WHY DID  
SHINDO  
PLAY SO  
CRAZY?

WHAT  
HAPPENED  
IN THAT  
SHINSHODAN  
SERIES  
GAME  
AGAINST  
TOYA  
KOYO?

SLAM



I  
WONDER,  
THOUGH...

GRK



巣鴨駅  
SUGAMO STATION

TOKYO

VROOM

WHAT  
THE HECK  
WAS  
THAT ALL  
ABOUT?



HON-  
MYOJI  
TEMPLE







YOU  
DONE?



SAI...  
YOU AREN'T  
HERE  
EITHER...



WHAT  
ABOUT THE  
GO ASSOCI-  
ATION?  
IF IT'S  
ABOUT GO,  
THE  
ANSWER'S  
GOTTA BE  
THERE,  
RIGHT?

WHAT ARE  
YOU DOING?!  
LOOKING FOR  
SOMETHING?



RUNNING  
AROUND ALL  
YESTERDAY  
AND TODAY...



I EVEN  
LOOKED IN  
GRANDPA'S  
ATTIC.

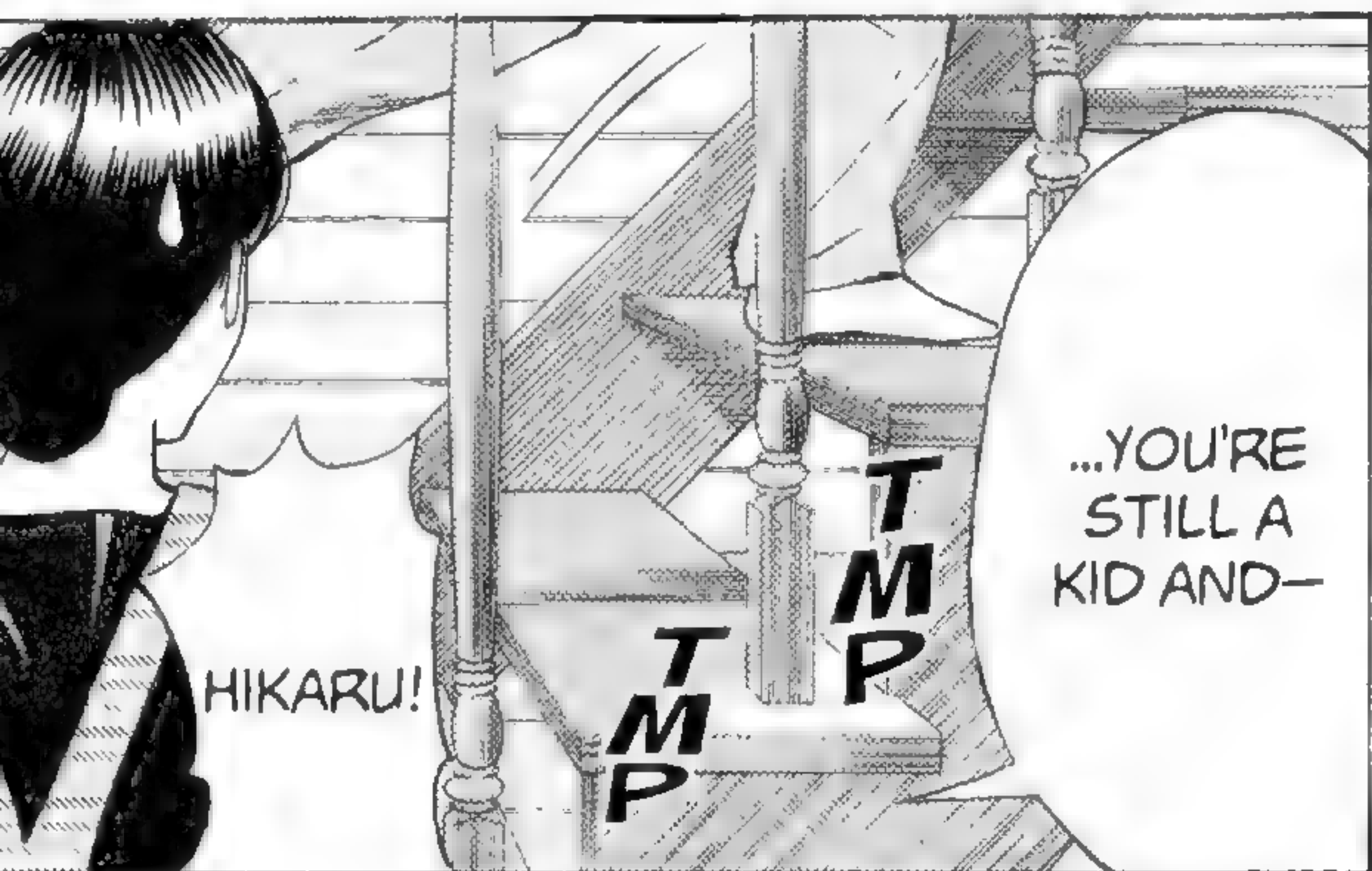
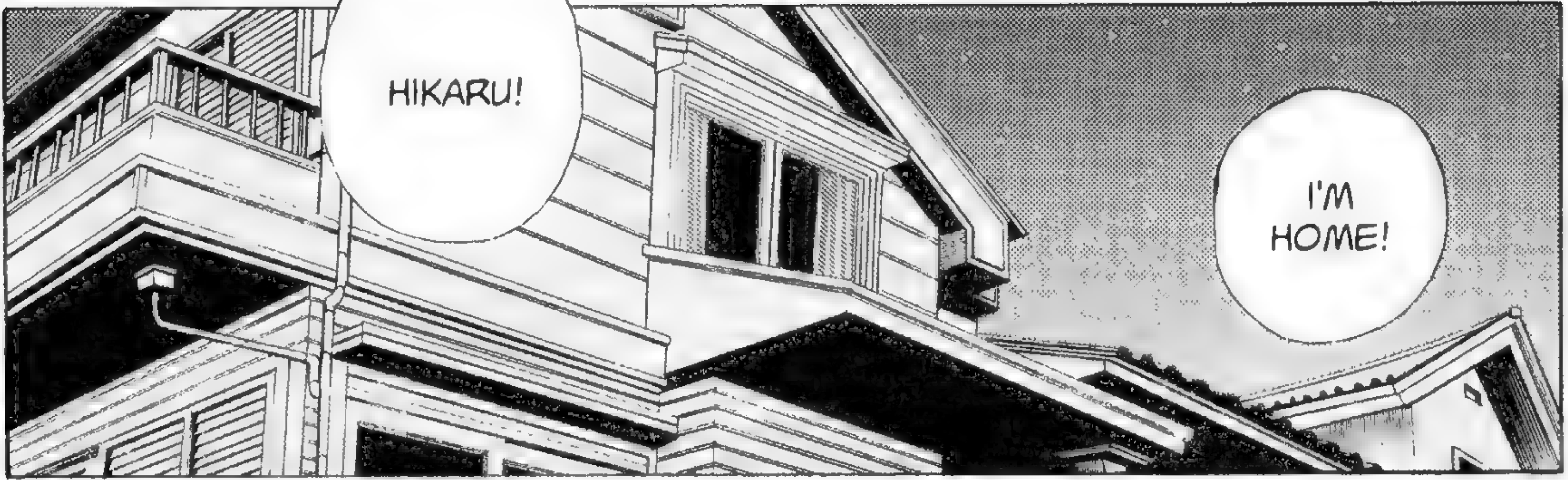
I ALREADY  
TRIED  
THERE.

SAI...

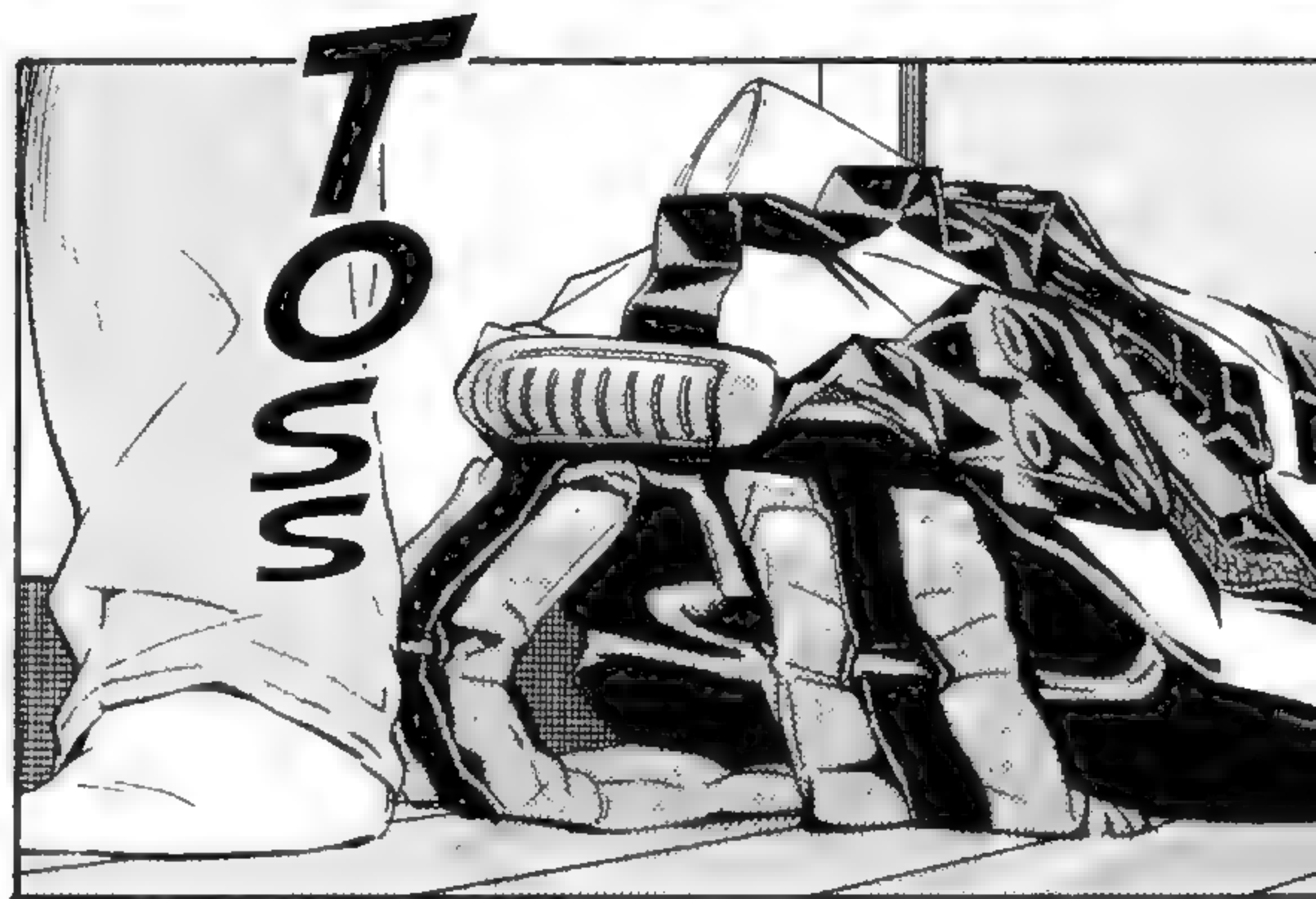
























HE JUST  
VANISHED.



IS SAI  
GONE?

IS  
HE...GONE?



HE  
TOLD ME  
HE WOULD  
DISAPPEAR.

IN THE  
ATTIC THE  
OTHER DAY,  
HE SAID...







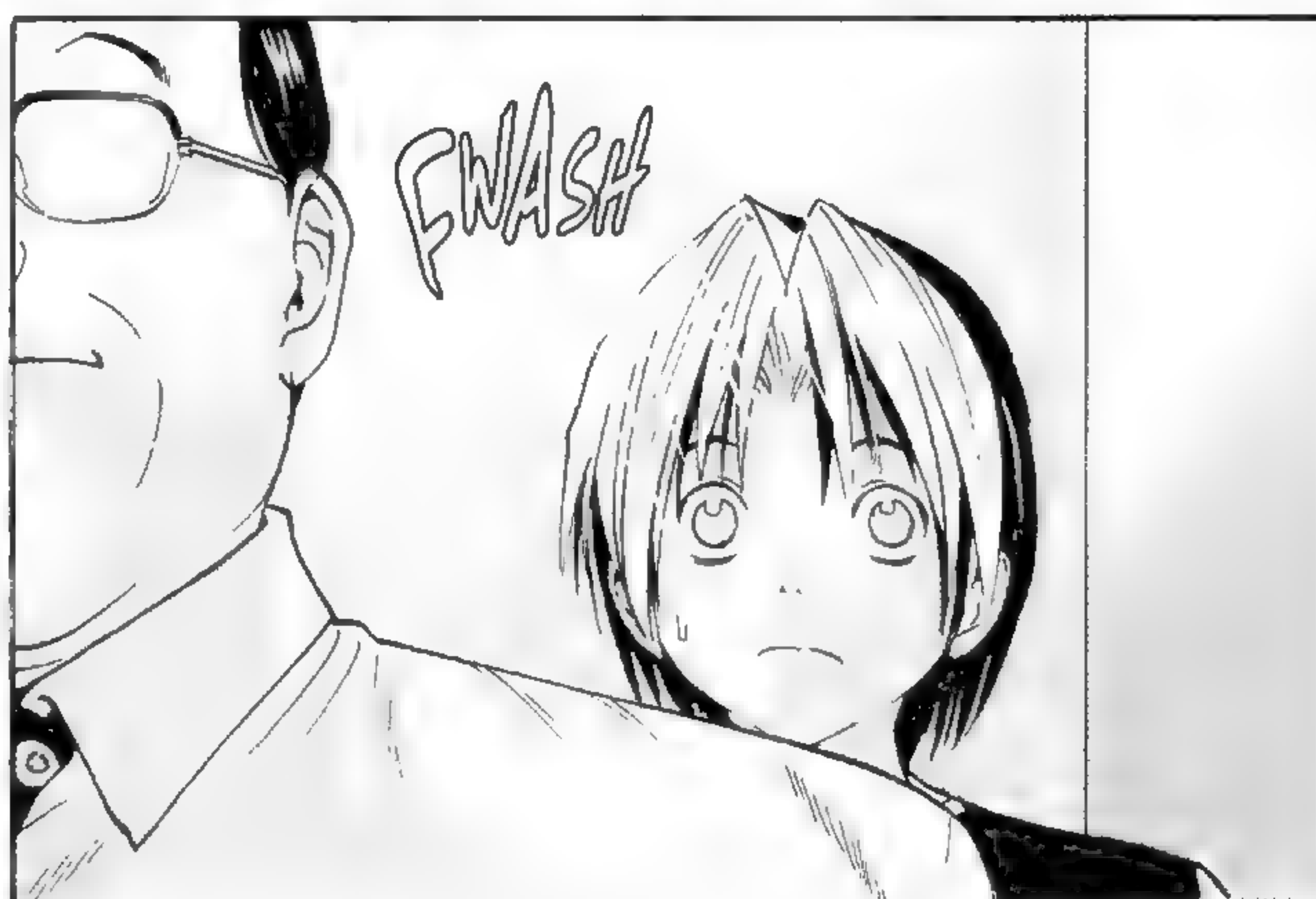
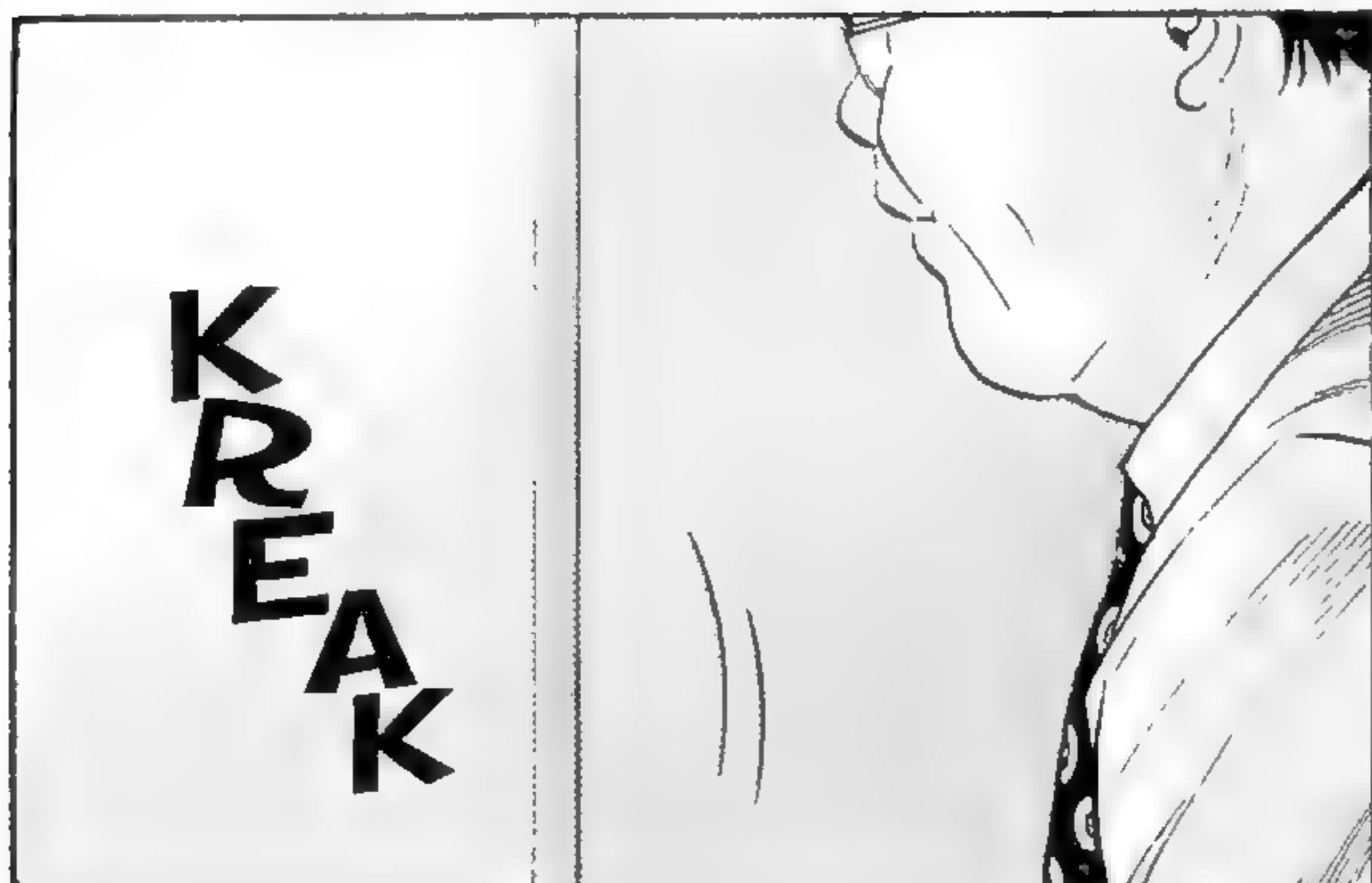








READ  
THIS  
WAY





# A WORD ABOUT HIKARU NO GO

A STUDY OF THE HIROSHIMA DIALECT

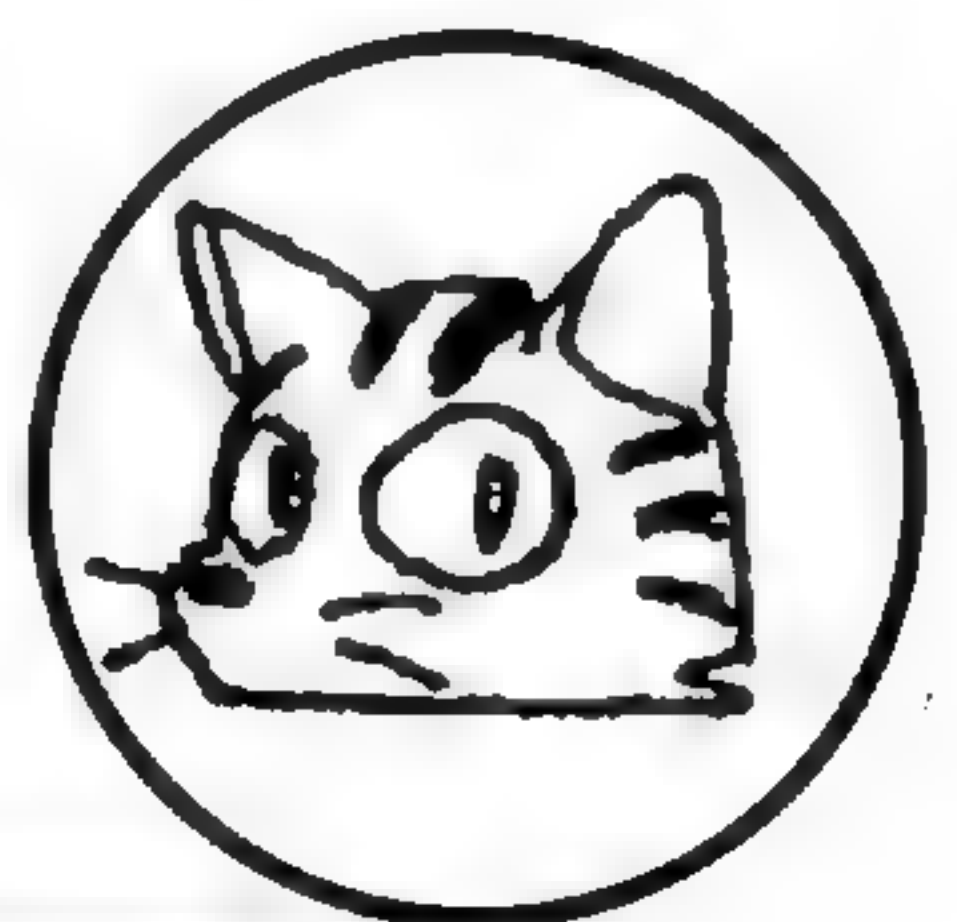


I HAD SOMEONE FROM HIROSHIMA GO OVER THE HIROSHIMA DIALECT THAT APPEARS IN GAMES 127 THROUGH 129.

FOR THE PANEL ABOVE, THE LINE I ORIGINALLY HAD IN THE STORYBOARD WAS, "NARA HAJIME KARA HAKKIRI IE YA! 50 EN DEN UTTEYATTAKEE." DIALECTS SURE ARE DIFFICULT. (LAUGH)

BY THE WAY, IN THE DIALECT OF NAGOYA, THAT LINE WOULD BE "NARA HAJIMEKKARA CHANTO IYAA! 50 EN DEMO UTTATANI."\*

\*ALTHOUGH THE EFFECT IS LOST IN TRANSLATION, IN THE ORIGINAL JAPANESE THE HIROSHIMA CHARACTERS USE A HIROSHIMA DIALECT. THERE ARE MANY REGIONAL DIALECTS IN JAPAN. SOMETIMES THE DIFFERENCES ARE SUBTLE, AS IN THE EXAMPLE ABOVE.





# Game 129 "Come Back!"







WHAT  
ARE ALL  
THESE...

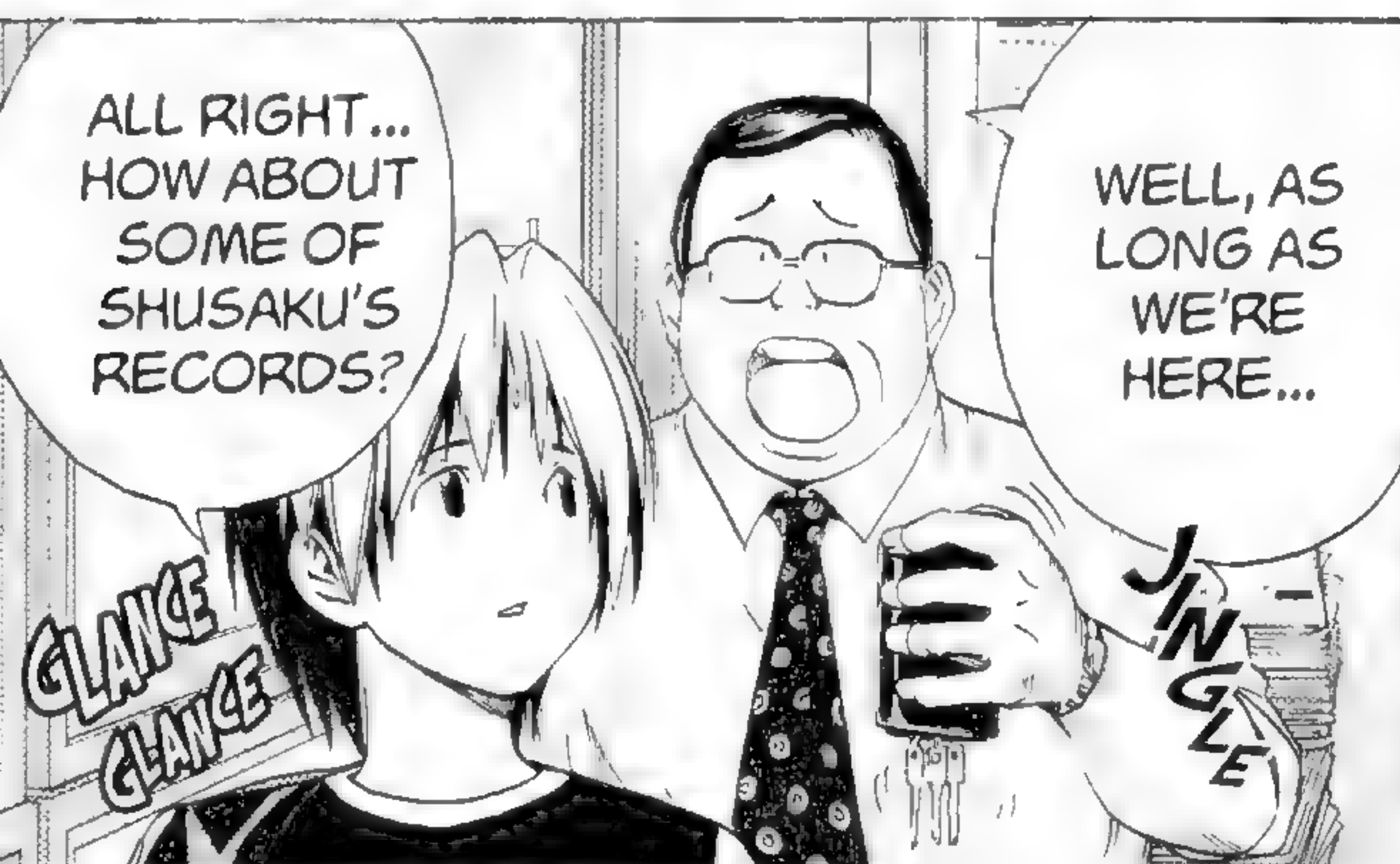
...BOOKS?



LEFT OVER  
FROM WAY  
BACK  
WHEN.

GAME  
RECORDS.  
OLD GAME  
RECORDS.

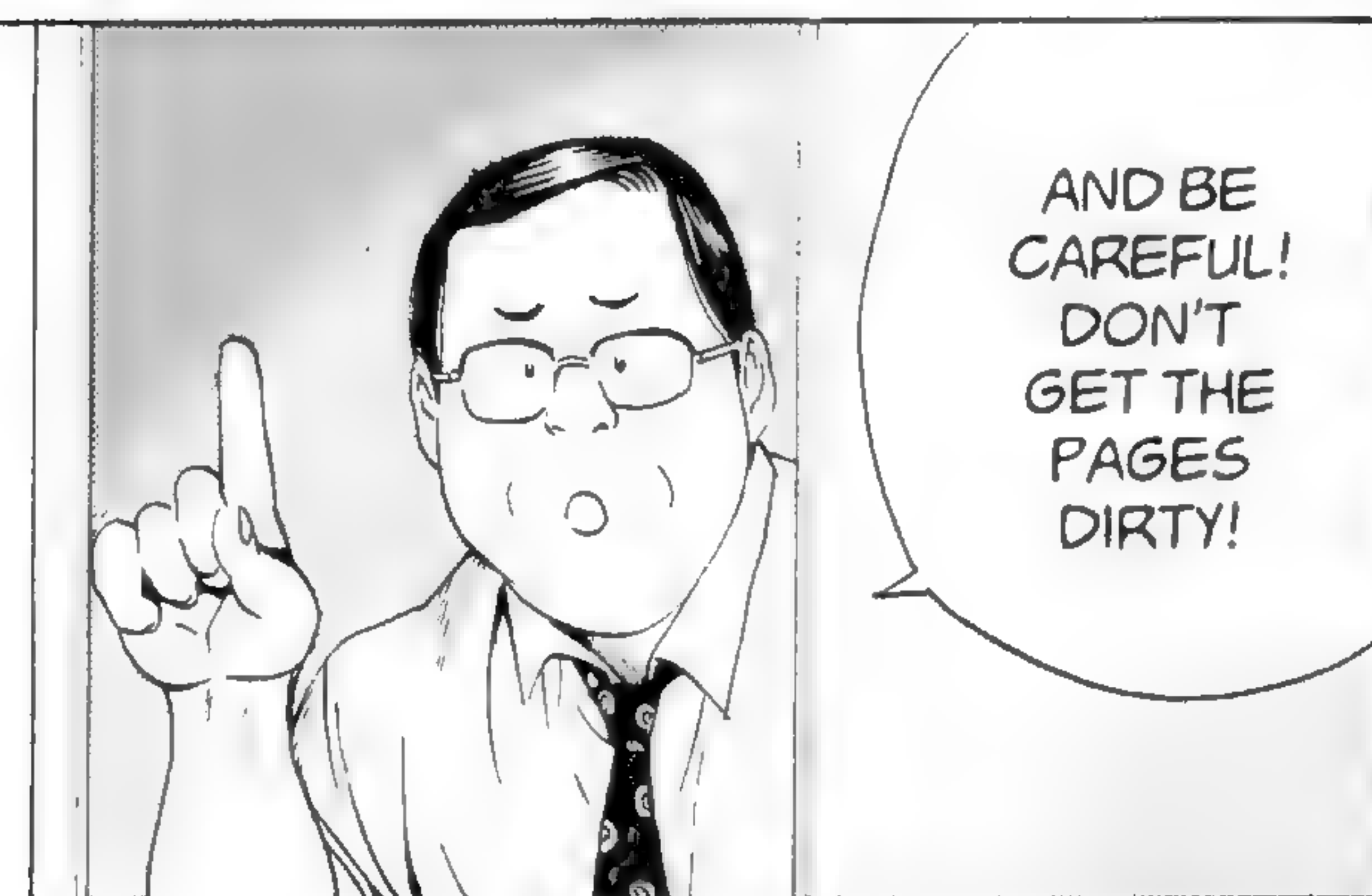




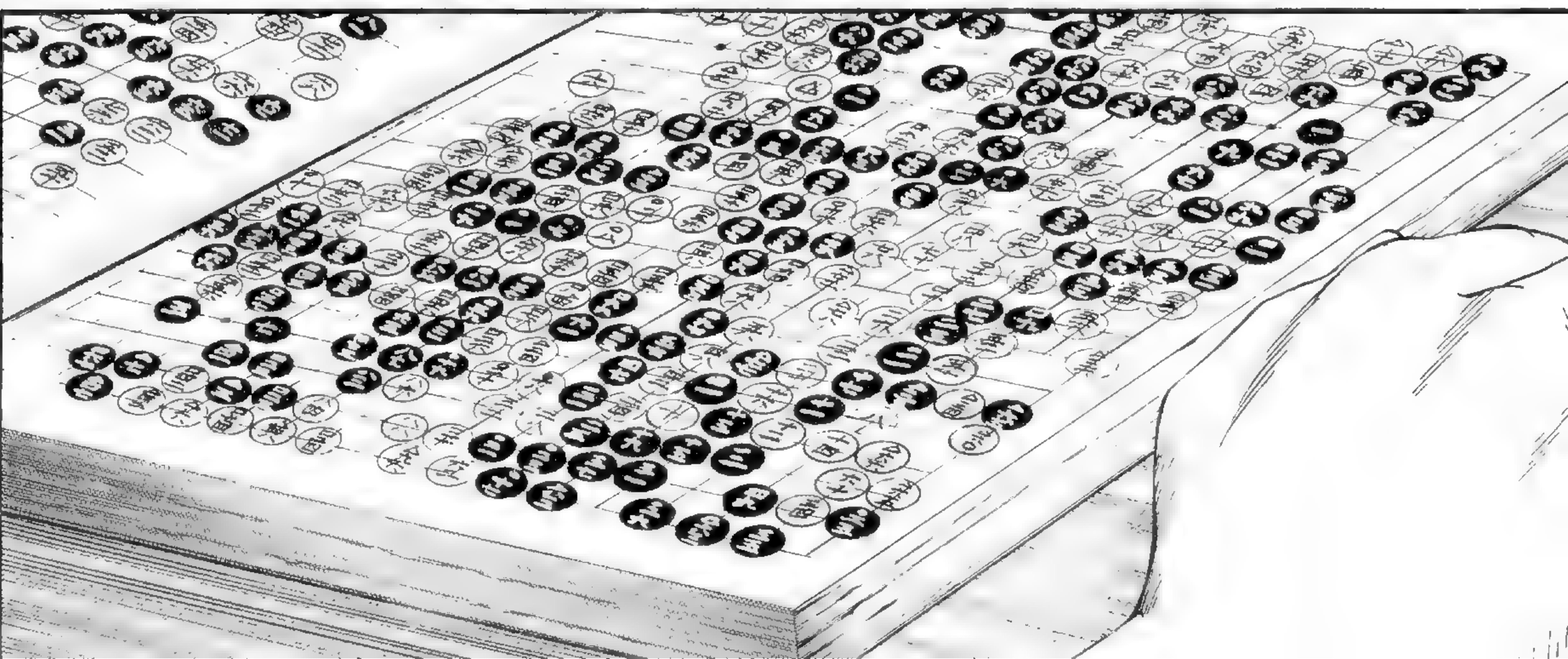
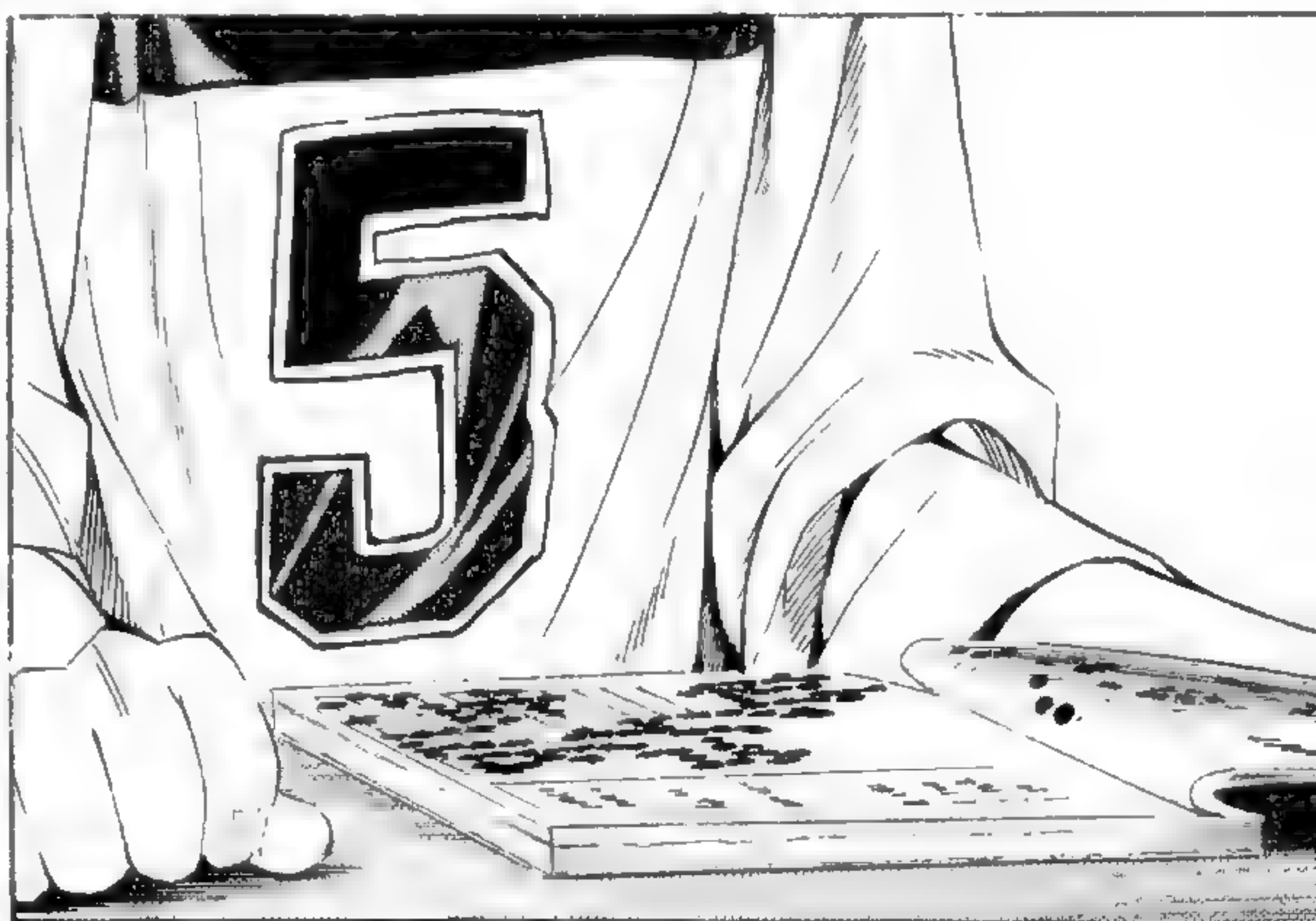










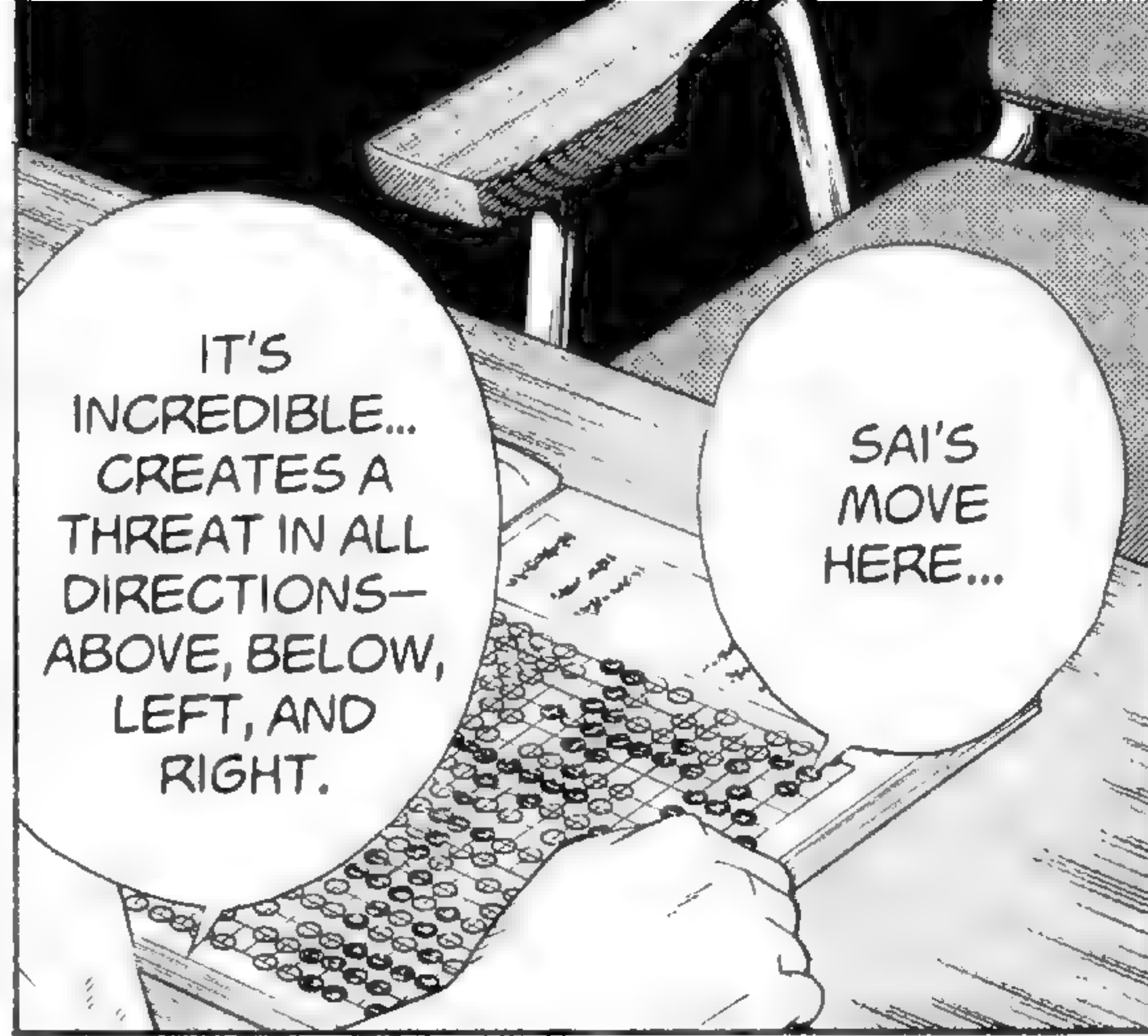






SAI...

A MOVE LIKE  
THAT WOULD  
BE SO  
INTIMIDATING  
HIS OPPONENT  
WOULD LOSE  
THE WILL TO  
FIGHT!



IT'S  
INCREDIBLE...  
CREATES A  
THREAT IN ALL  
DIRECTIONS—  
ABOVE, BELOW,  
LEFT, AND  
RIGHT.

SAI'S  
MOVE  
HERE...



I SHOULD  
HAVE LET  
HIM PLAY  
MORE...

HE  
WAS A  
GENIUS.



GASP



WHY DIDN'T  
I REALIZE  
THAT  
BEFORE?

THAT  
WOULD HAVE  
BEEN MUCH  
BETTER  
THAN ME  
PLAYING.

I SHOULD  
HAVE LET  
SAI PLAY ALL  
MY GAMES!  
HE'S A GO  
GENIUS!

AND TOYA  
WOULD HAVE  
PREFERRED  
TO PLAY SAI.





TORAJIRO  
WASN'T LIKE ME.  
HE WAS ALREADY  
A STRONG  
PLAYER WHEN  
HE MET SAI...

THAT'S  
EXACTLY  
WHAT  
TORAJIRO  
DID!



AND EVEN  
WHEN I  
STARTED TO  
UNDERSTAND  
HOW GREAT  
SAI WAS, I  
STILL KEPT  
PUTTING HIM  
OFF.  
I WAS SO  
STUPID!

I DIDN'T KNOW A  
THING ABOUT GO!  
THAT'S WHY I  
COULDN'T SEE HOW  
INCREDIBLE SAI WAS!  
I JUST WANTED  
TO PLAY.  
ME, ME, ME!



AND THAT'S  
WHY HE LET  
SAI DO  
WHATEVER  
HE WANTED!

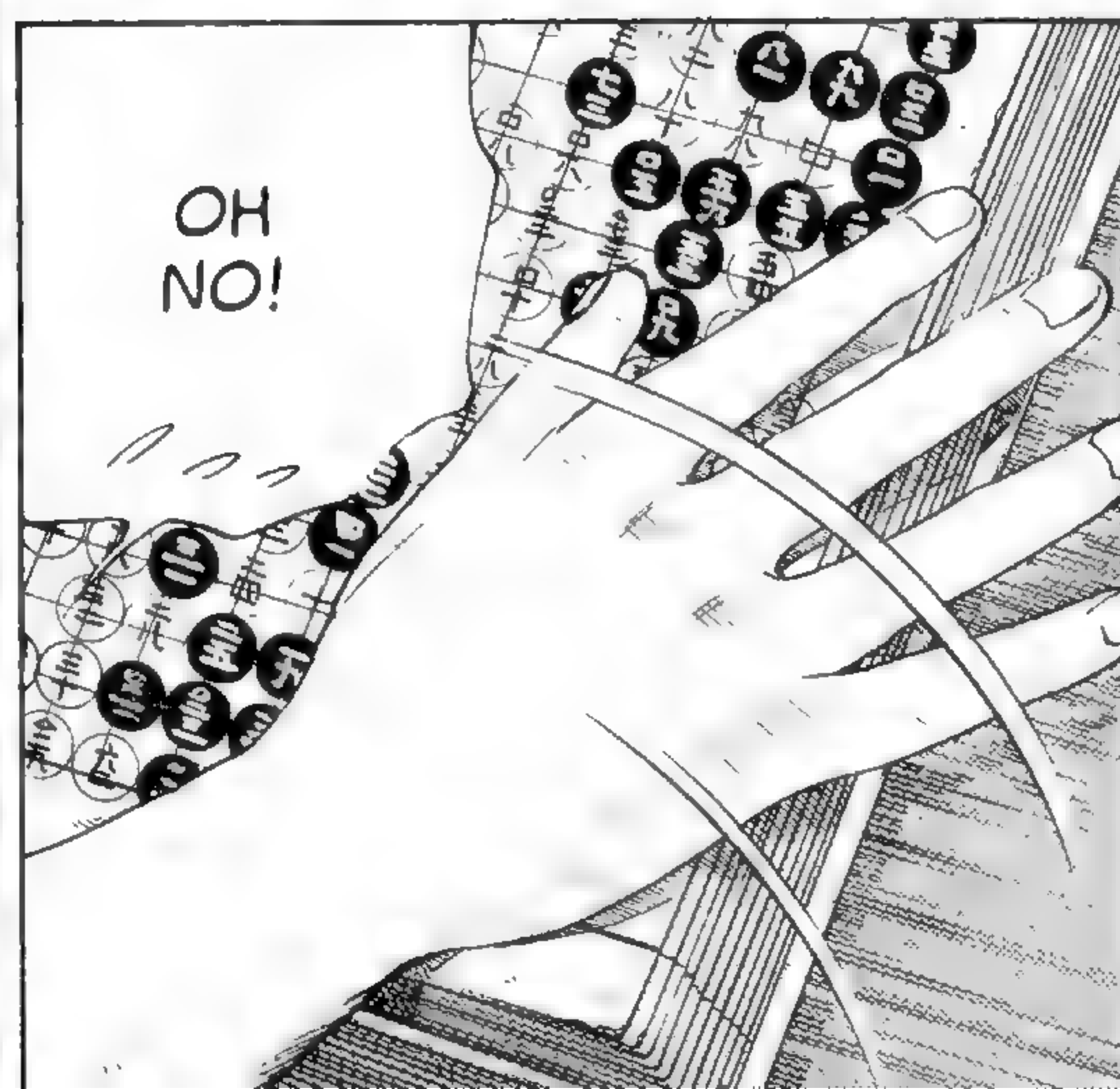
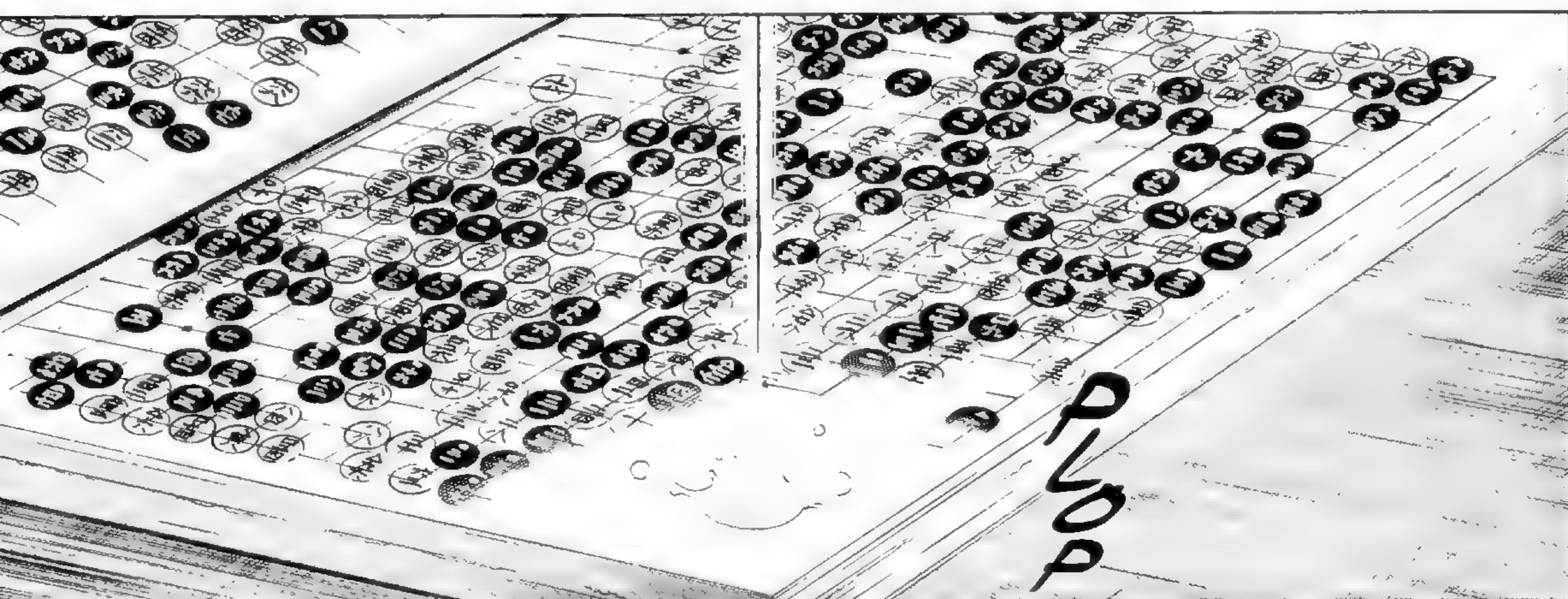
TORAJIRO  
HAD ENOUGH  
TALENT TO  
RECOGNIZE  
SAI'S GENIUS.

SKOOT



I'M SUCH  
AN  
IDIOT!









...FROM  
THE  
START!

I SHOULD  
HAVE LET  
SAI PLAY...



I SHOULD HAVE  
LET HIM PLAY  
EVERY SINGLE  
GAME!  
EVERY GAME!  
EVERY ONE!!

ANYBODY  
WOULD  
SAY  
THAT!

IT'S MUCH  
BETTER  
FOR SAI TO  
PLAY THAN  
ME!



I WOULD  
NEVER ASK  
HIM TO LET  
ME PLAY  
ANOTHER  
GAME...

I'M NOTHING  
COMPARED  
TO HIM!





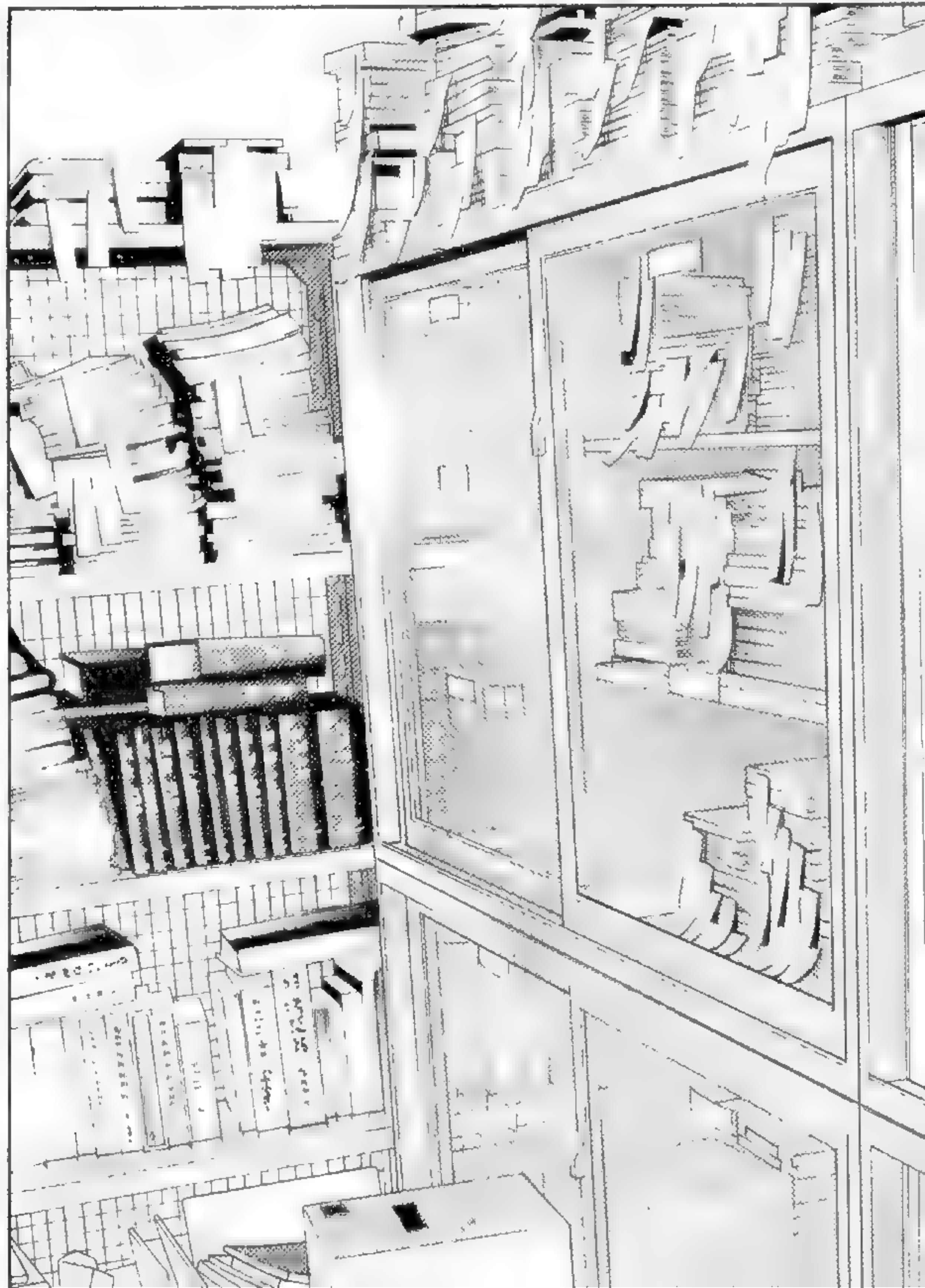
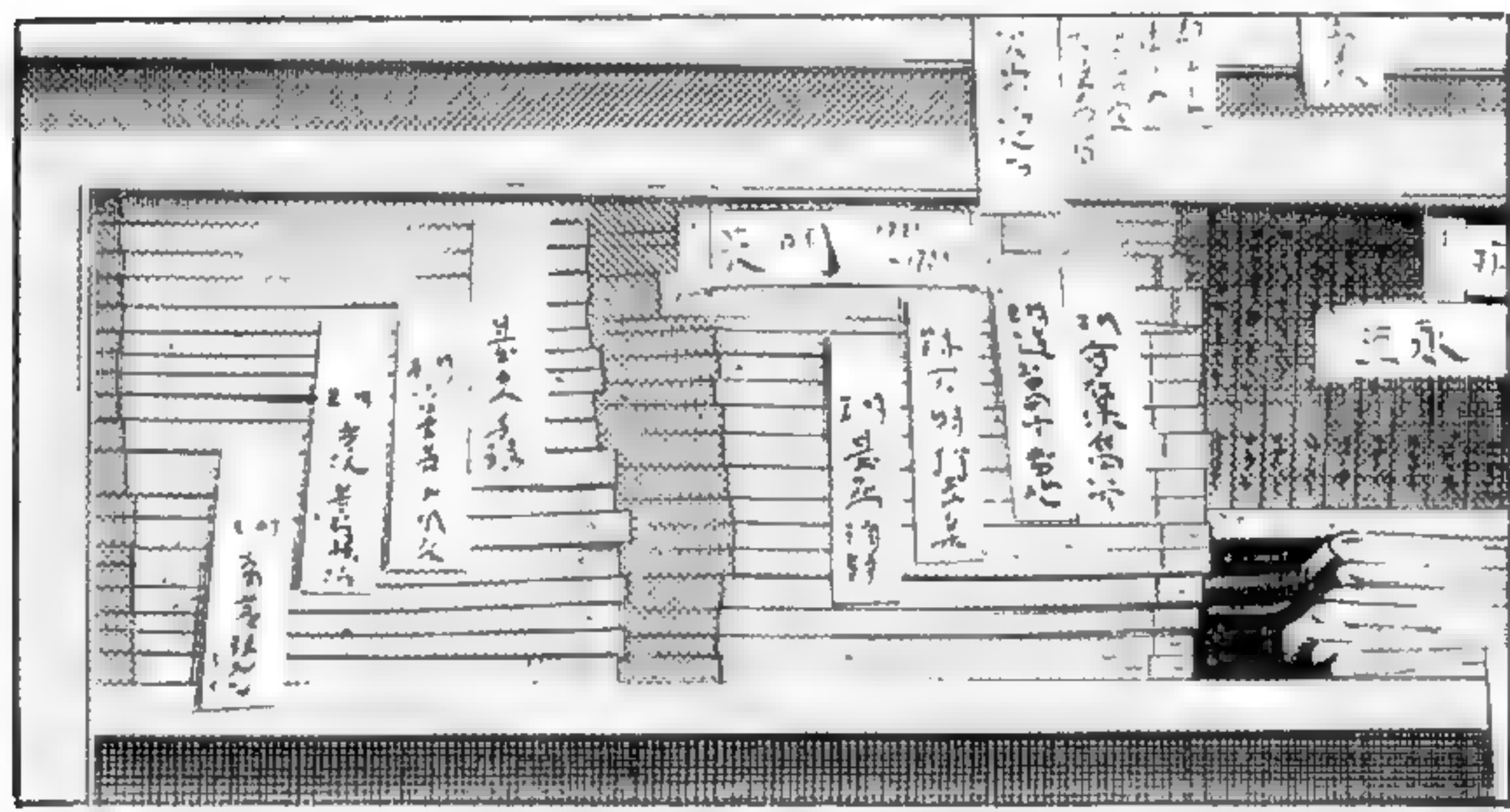
CAN WE  
DO IT  
OVER?!

SO  
PLEASE,  
GOD...



TAKE ME  
BACK TO  
THE  
BEGINNING  
WHEN I  
FIRST  
MET SAI!!

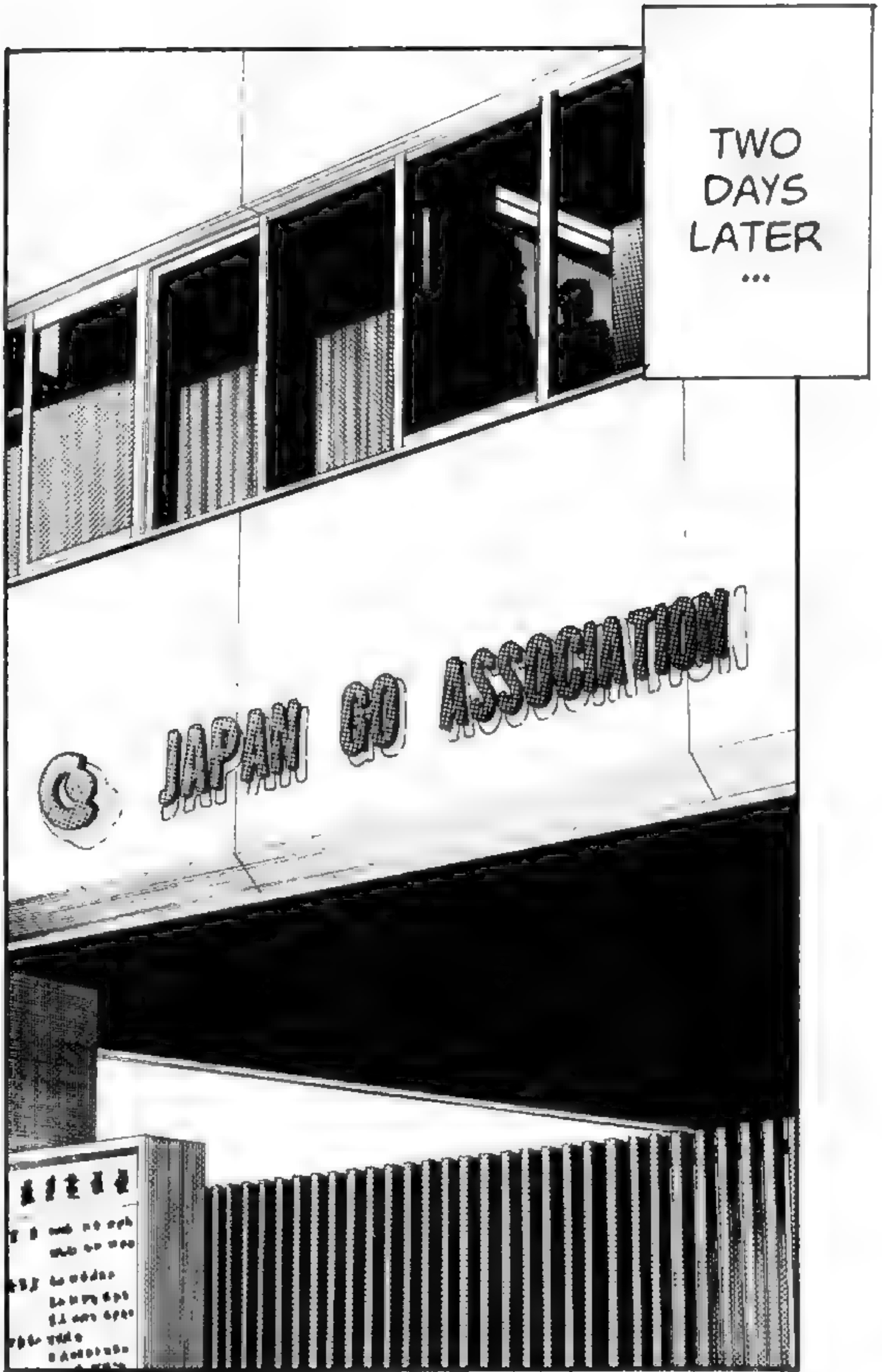
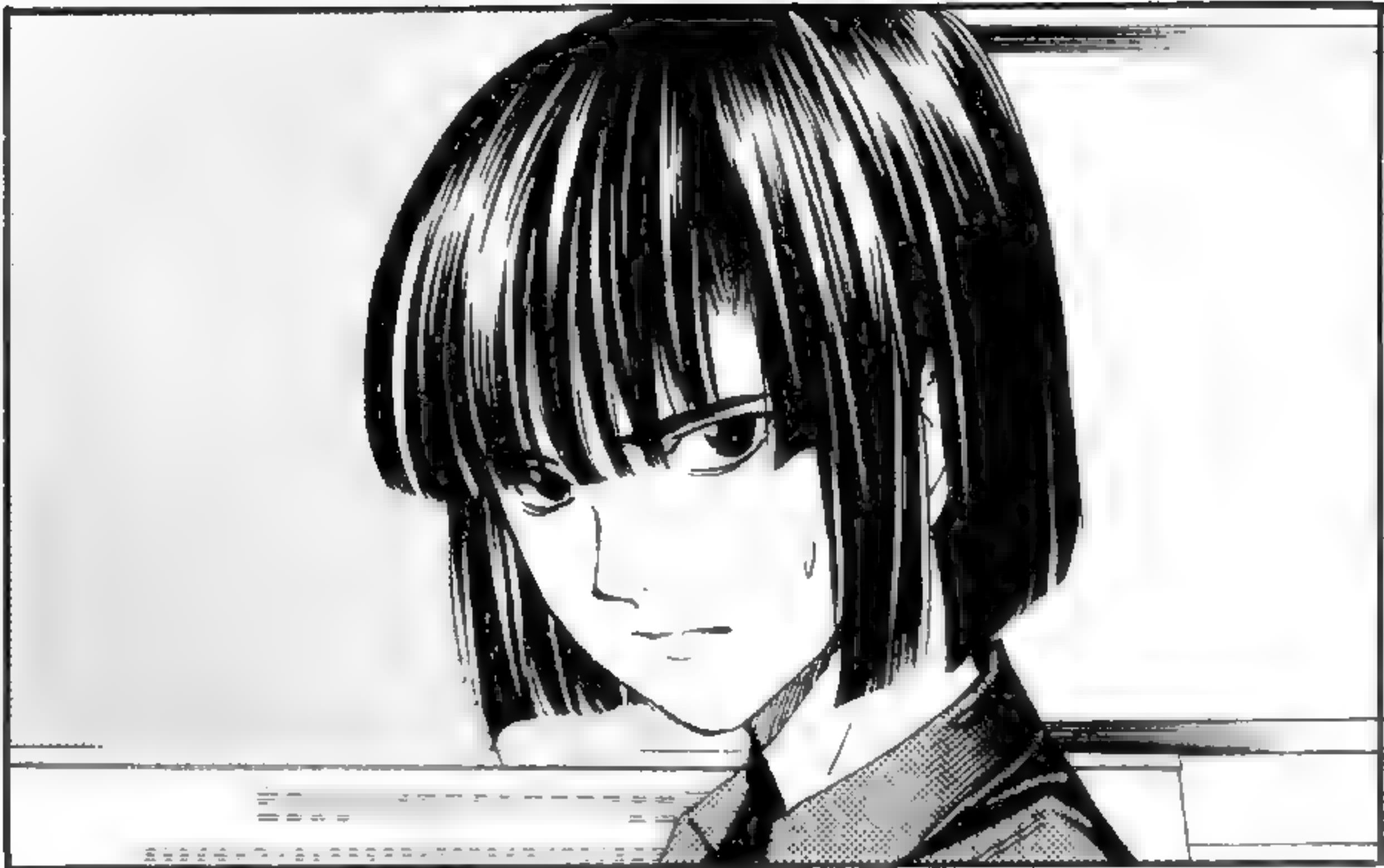








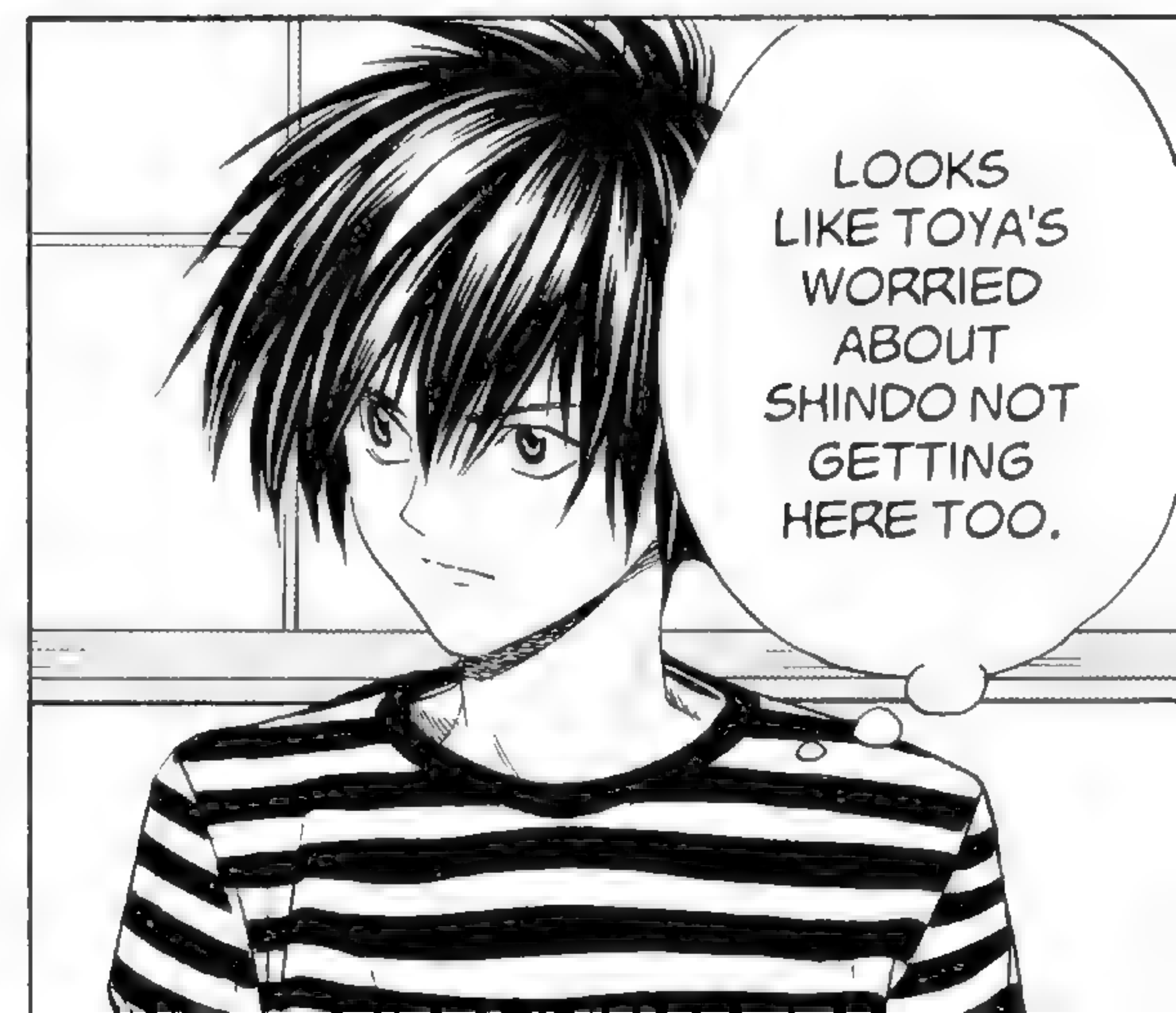
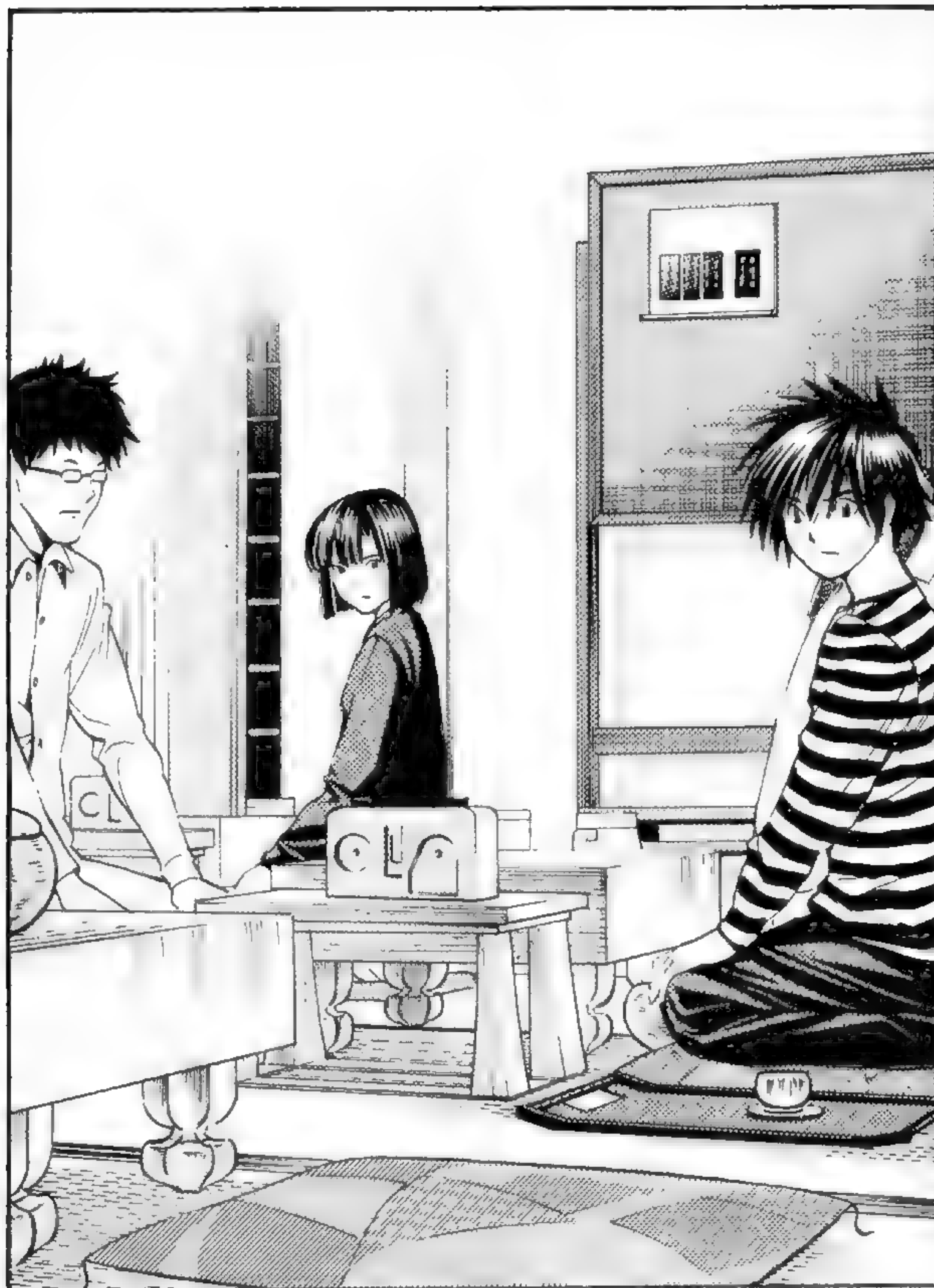












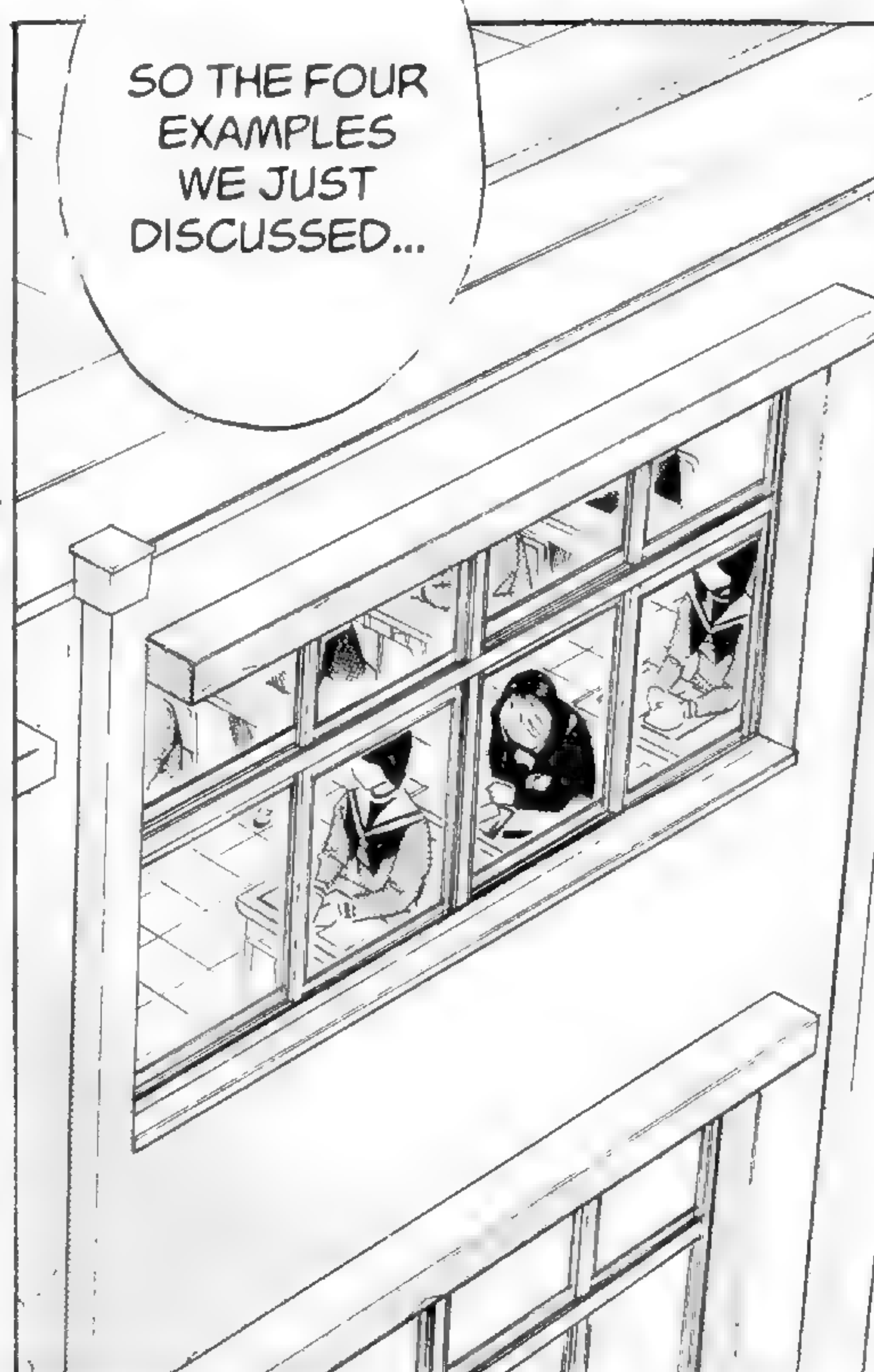








...ARE ALL  
EXAMPLES  
OF  
ADVERBIAL  
MODIFIERS.



SO THE FOUR  
EXAMPLES  
WE JUST  
DISCUSSED...



NOW,  
EXPLAIN THE  
DIFFERENCES IN  
THE ADVERBIAL  
MODIFIERS  
OF THE  
FOLLOWING...





I'LL LET  
YOU PLAY  
ALL MY  
GAMES.



COME  
BACK...

SAI...



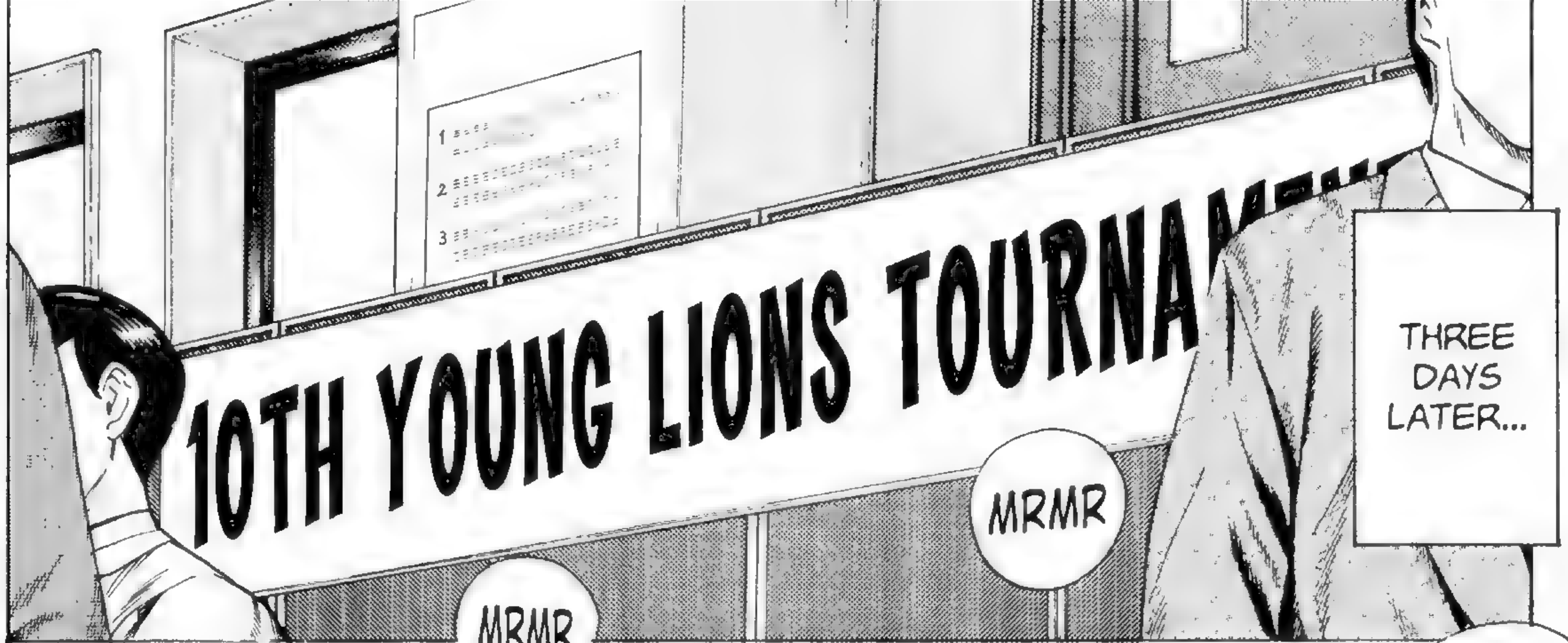
I SWEAR,  
I'LL LET  
YOU PLAY  
ALL THE  
TIME.

I WON'T  
PLAY  
ANYMORE.



JUST  
COME  
BACK,  
SAI.









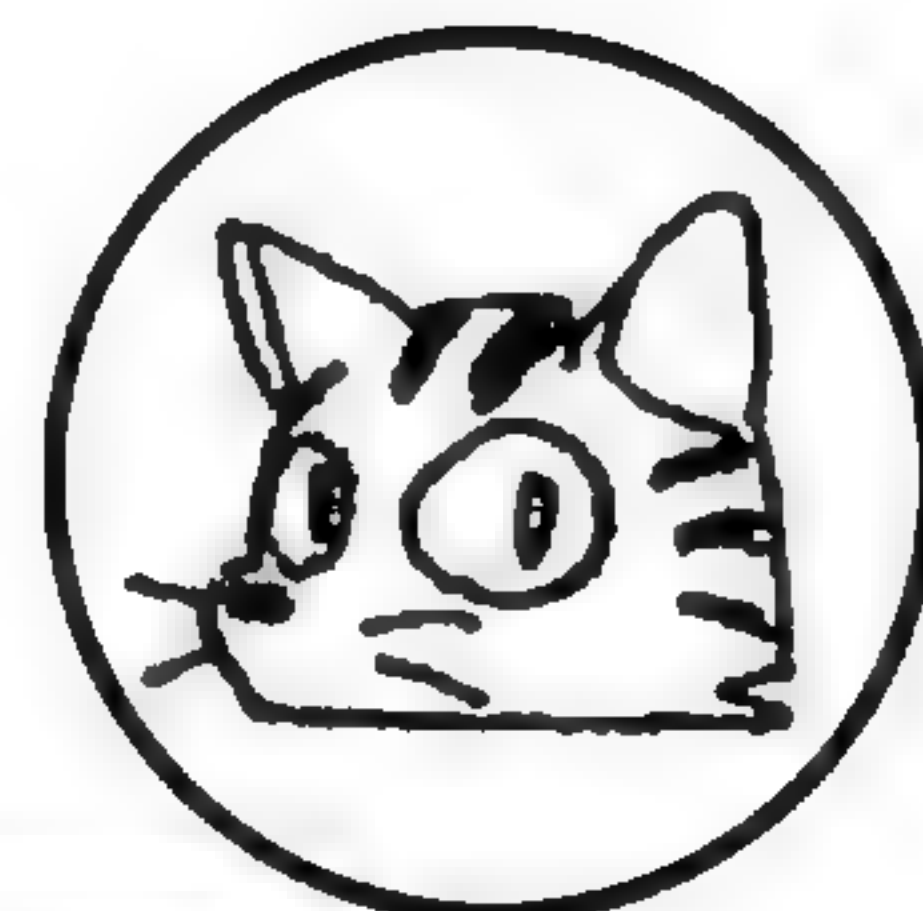


# A WORD ABOUT HIKARU NO GO

## THE REFERENCE ROOM



A REAL PROFESSIONAL GO PLAYER  
TOLD ME HE HADN'T HEARD OF THIS  
ROOM UNTIL HE READ ABOUT IT IN  
HIKARU NO GO.  
SO EVEN INSIDERS DON'T KNOW OF IT.  
NO WONDER HIKARU DIDN'T KNOW  
ABOUT IT.















Game 130 "I Will Stop Playing"









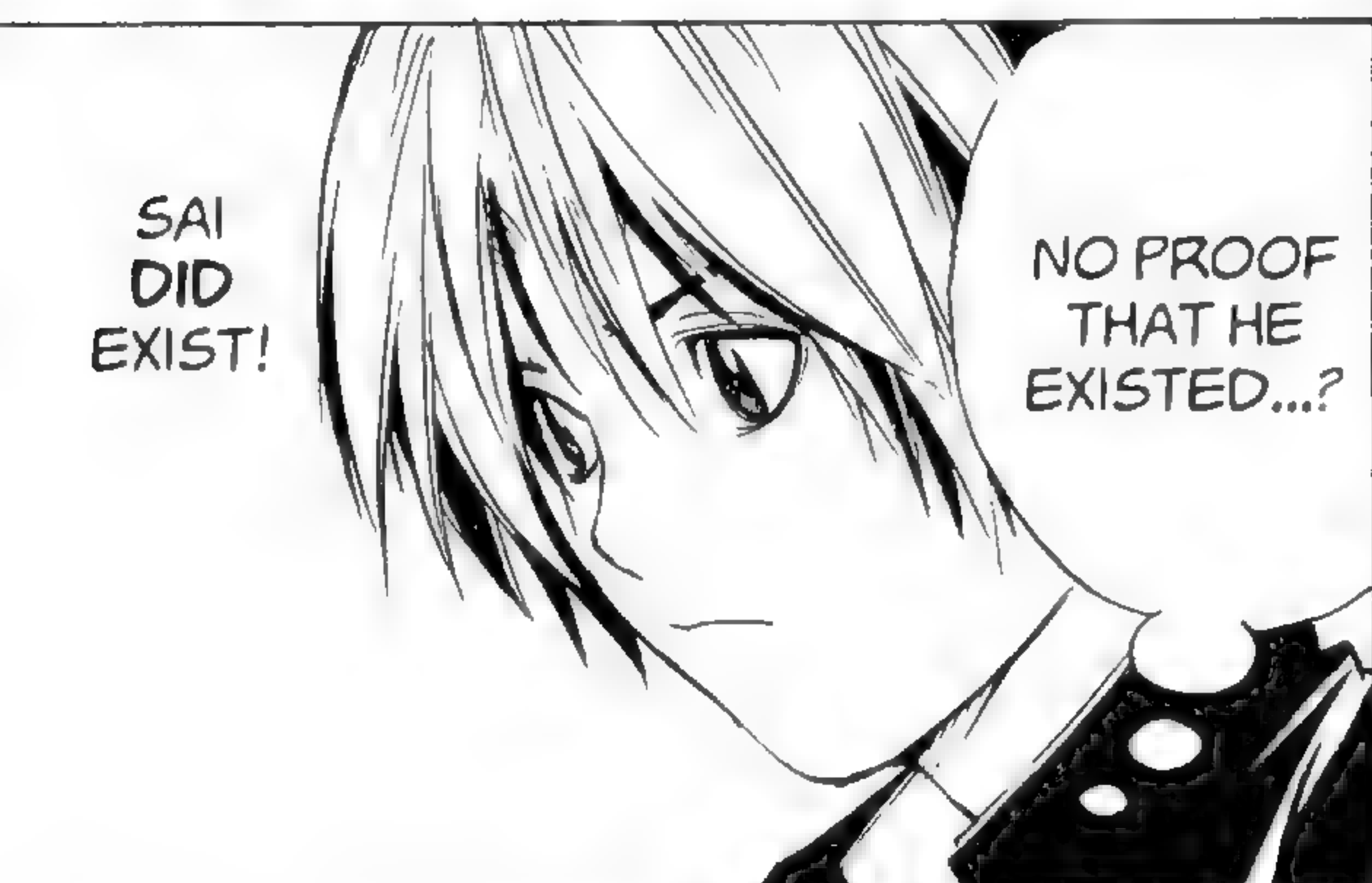
THANK  
YOU.

AT ANY  
RATE, HE  
DIDN'T MAKE  
IT INTO ANY  
WRITTEN  
RECORDS.  
HA HA...



TO BE MORE  
PRECISE,  
THERE IS NO  
PROOF THAT  
HE DID EXIST...  
SO WE REALLY  
CAN'T KNOW  
EITHER WAY.

ALL RIGHT,  
GRANTED,  
IT WAS  
TECHNICALLY  
INCORRECT  
TO SAY THAT  
HE DIDN'T  
EXIST.



SAI  
DID  
EXIST!

NO PROOF  
THAT HE  
EXISTED...?



HIKARU!



I KNOW  
HE DID!



UH-  
HUH.

HEY,  
KANEKO'S  
GIVING ME  
ONE LESS  
HANDICAP  
STONE  
NOW!

COME AND  
PLAY WITH US  
AGAIN WHEN  
YOU HAVE  
TIME.



OH,  
NOTH-  
ING...

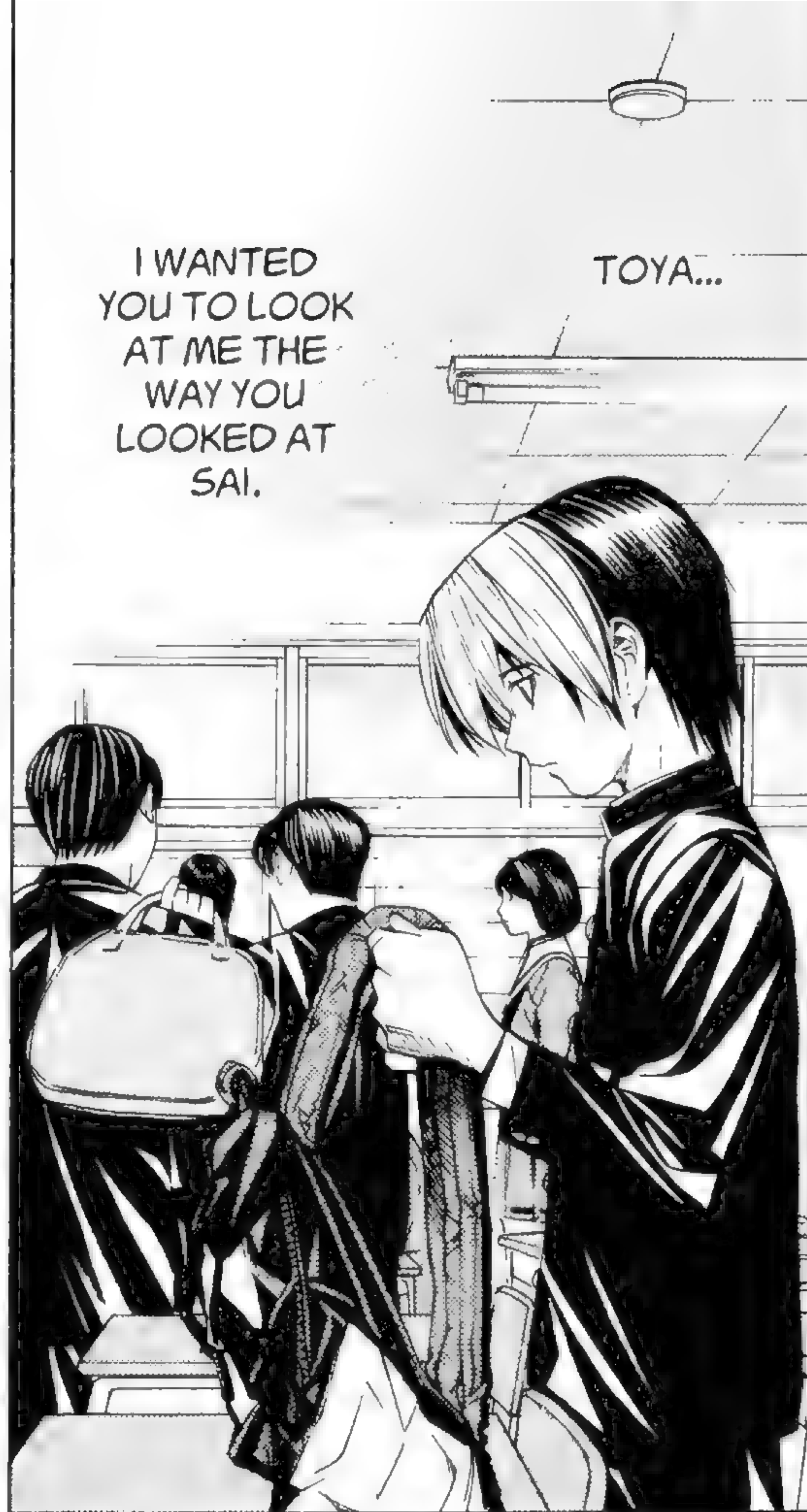
WHAT'S  
GOING ON?  
WHAT WERE  
YOU TALKING  
TO THE SOCIAL  
STUDIES  
TEACHER—MR.  
MATSUI—  
ABOUT?



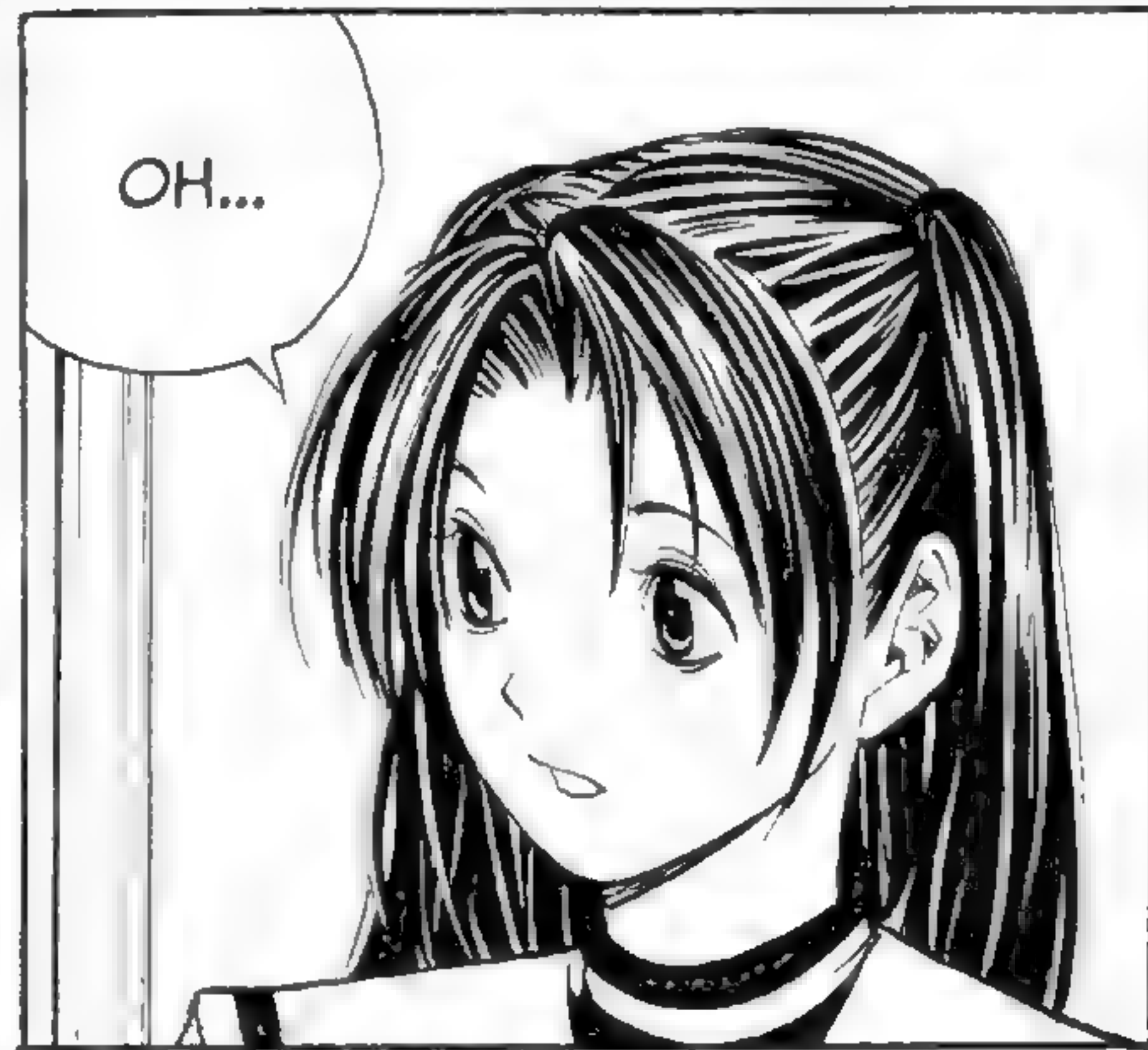
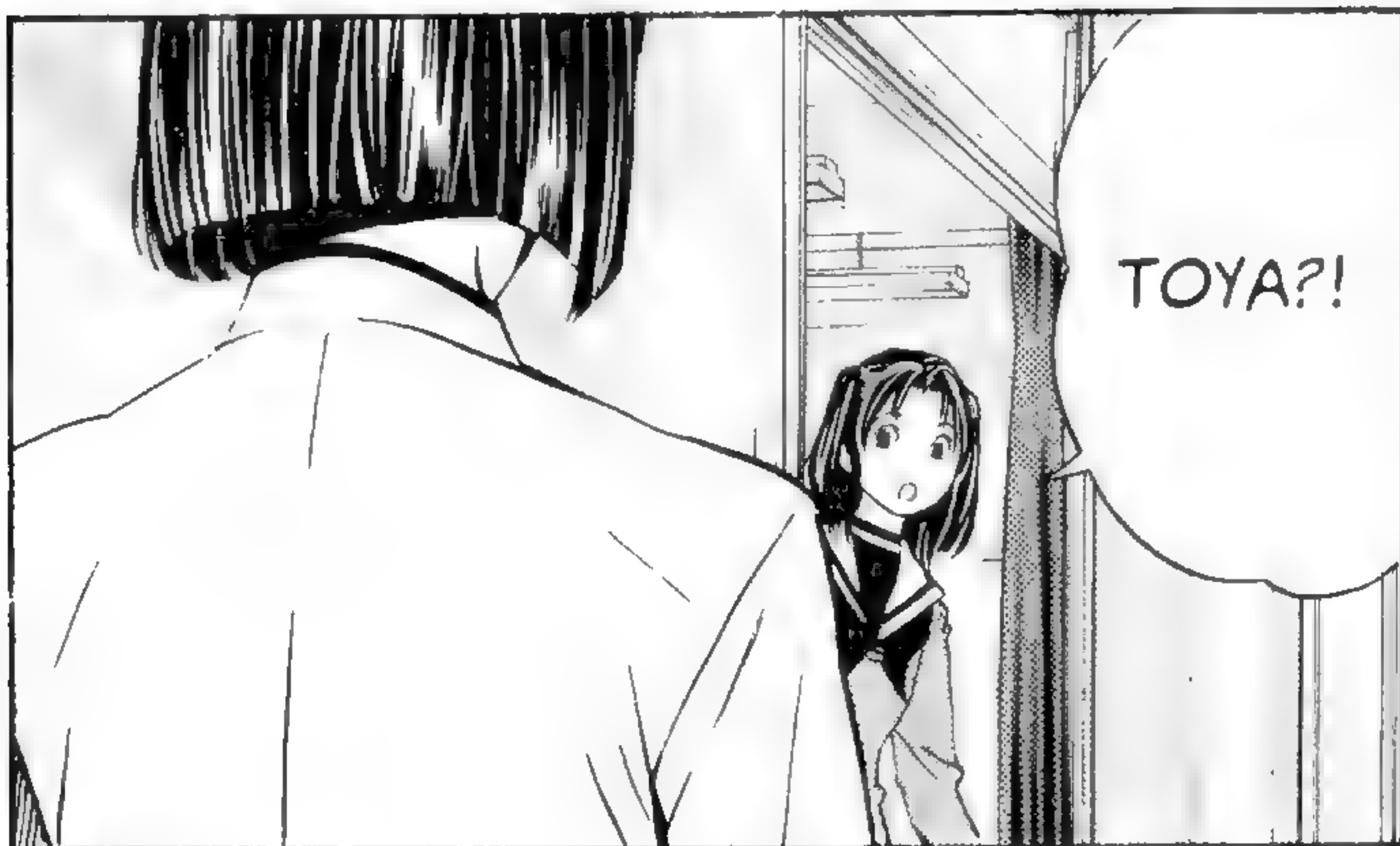
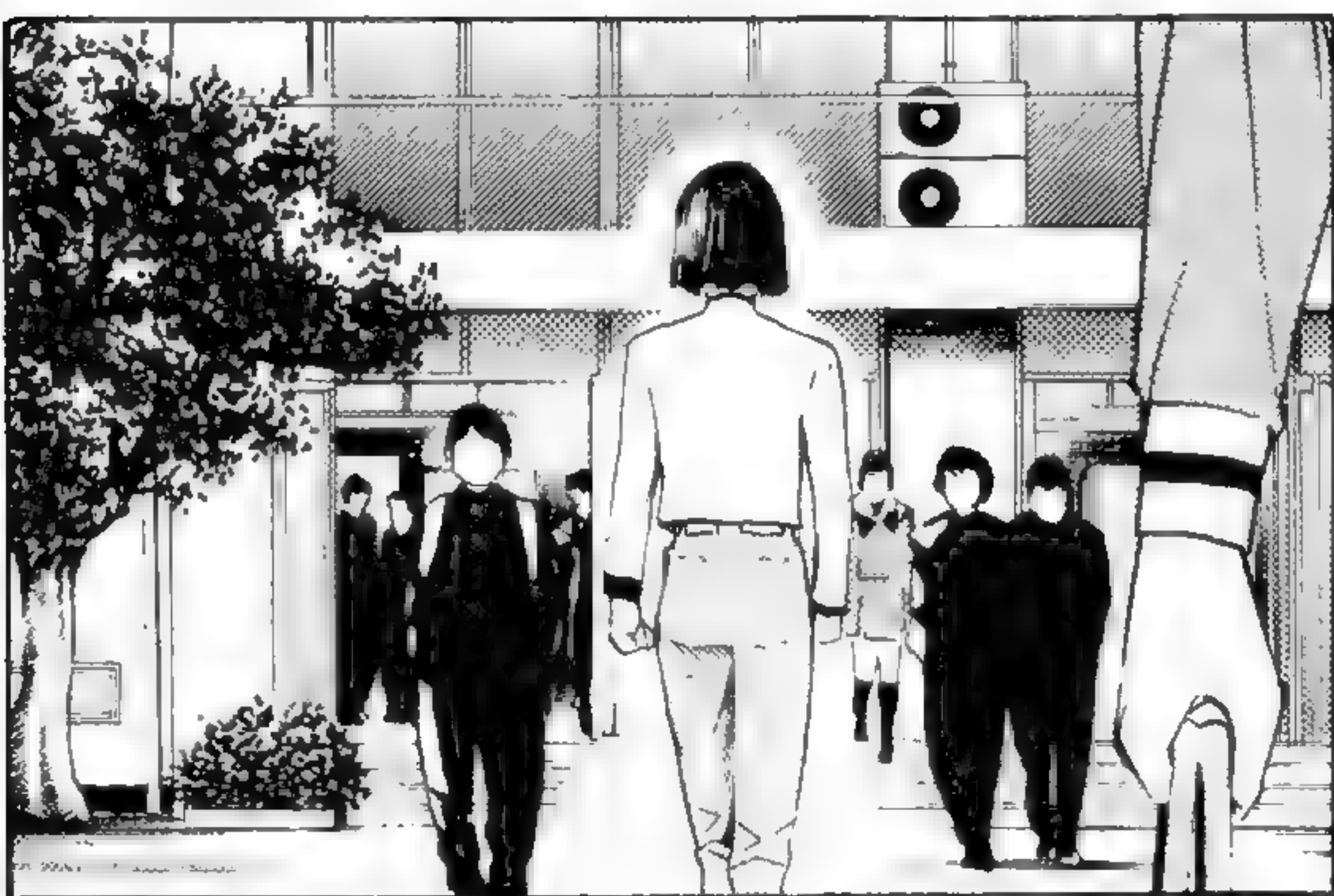
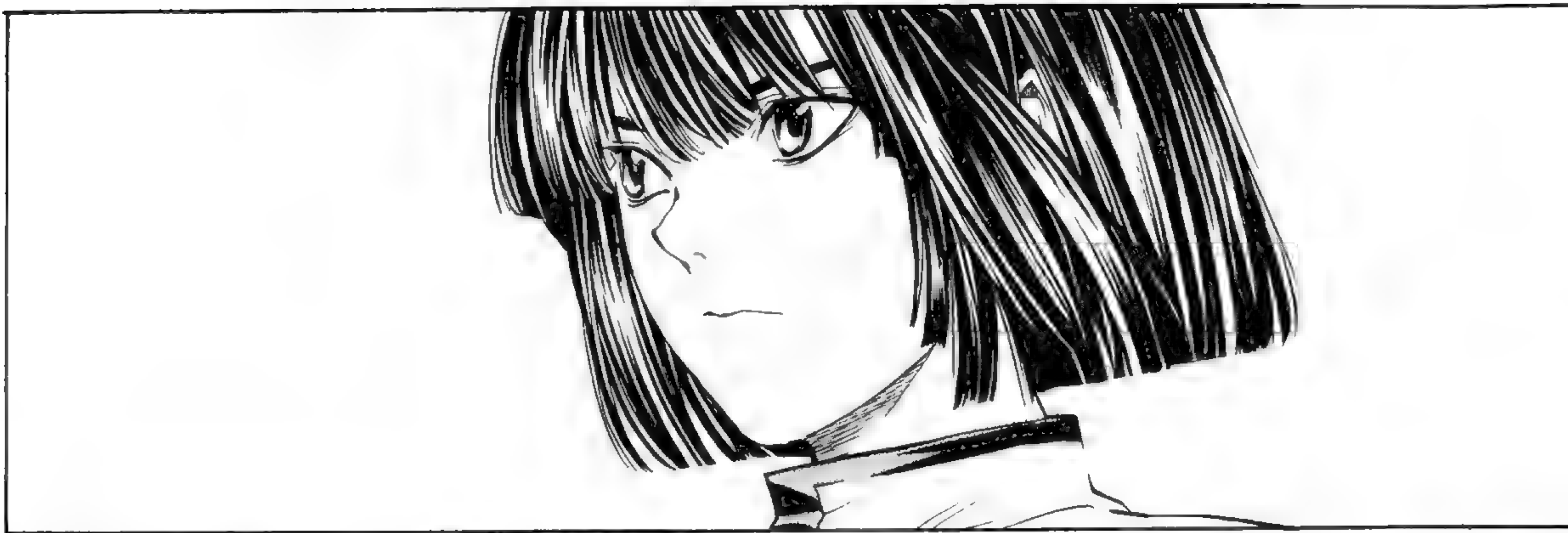




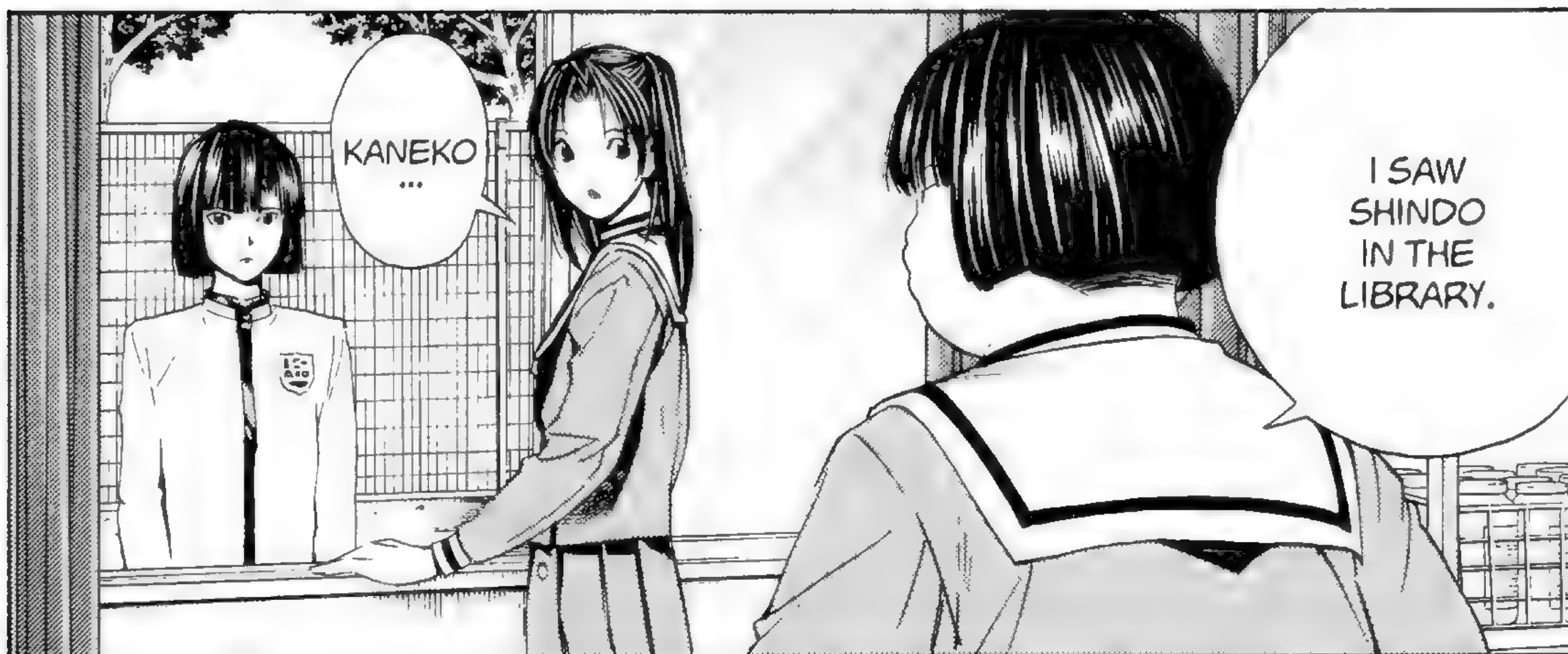
READ  
THIS  
WAY



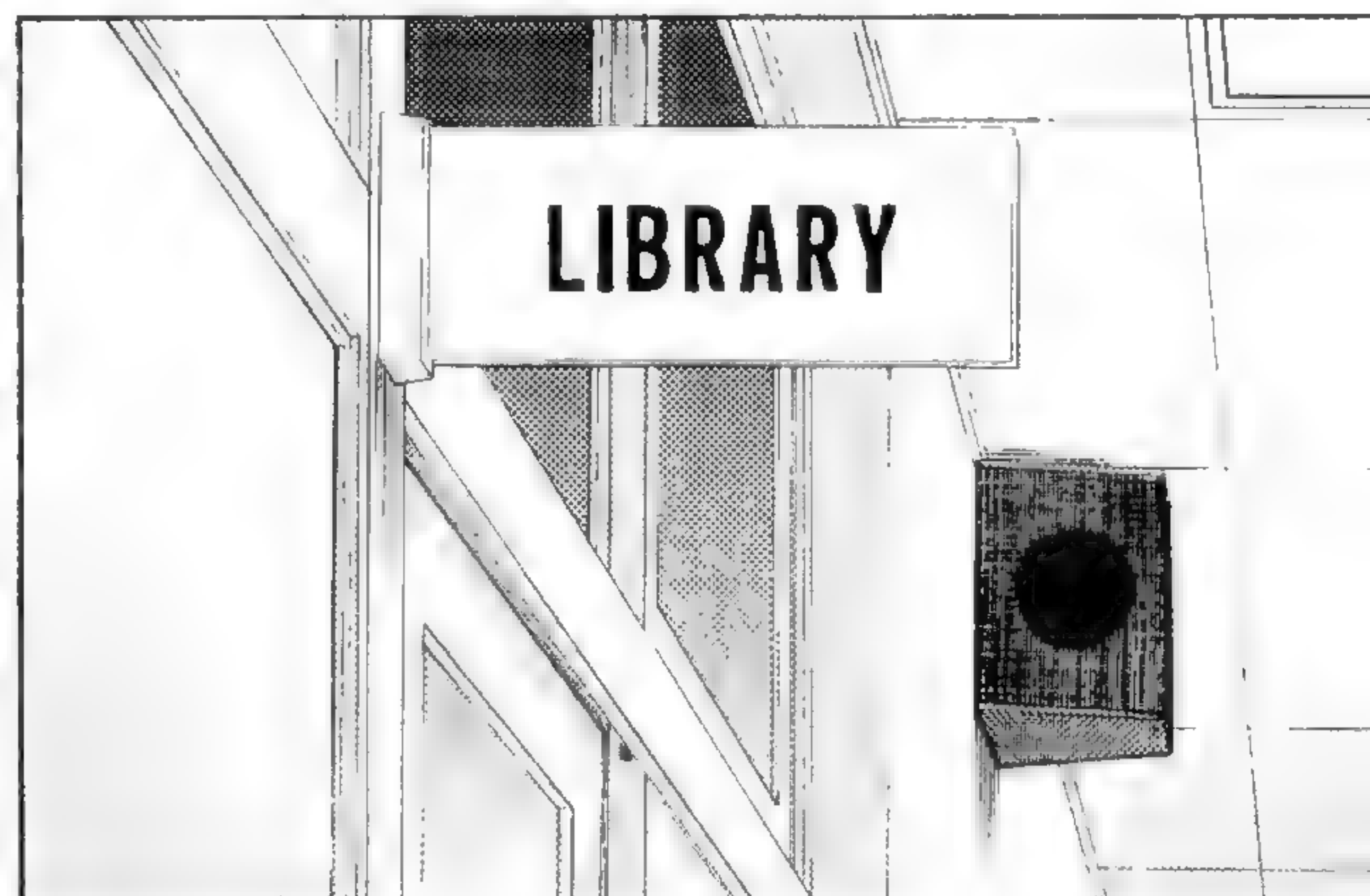
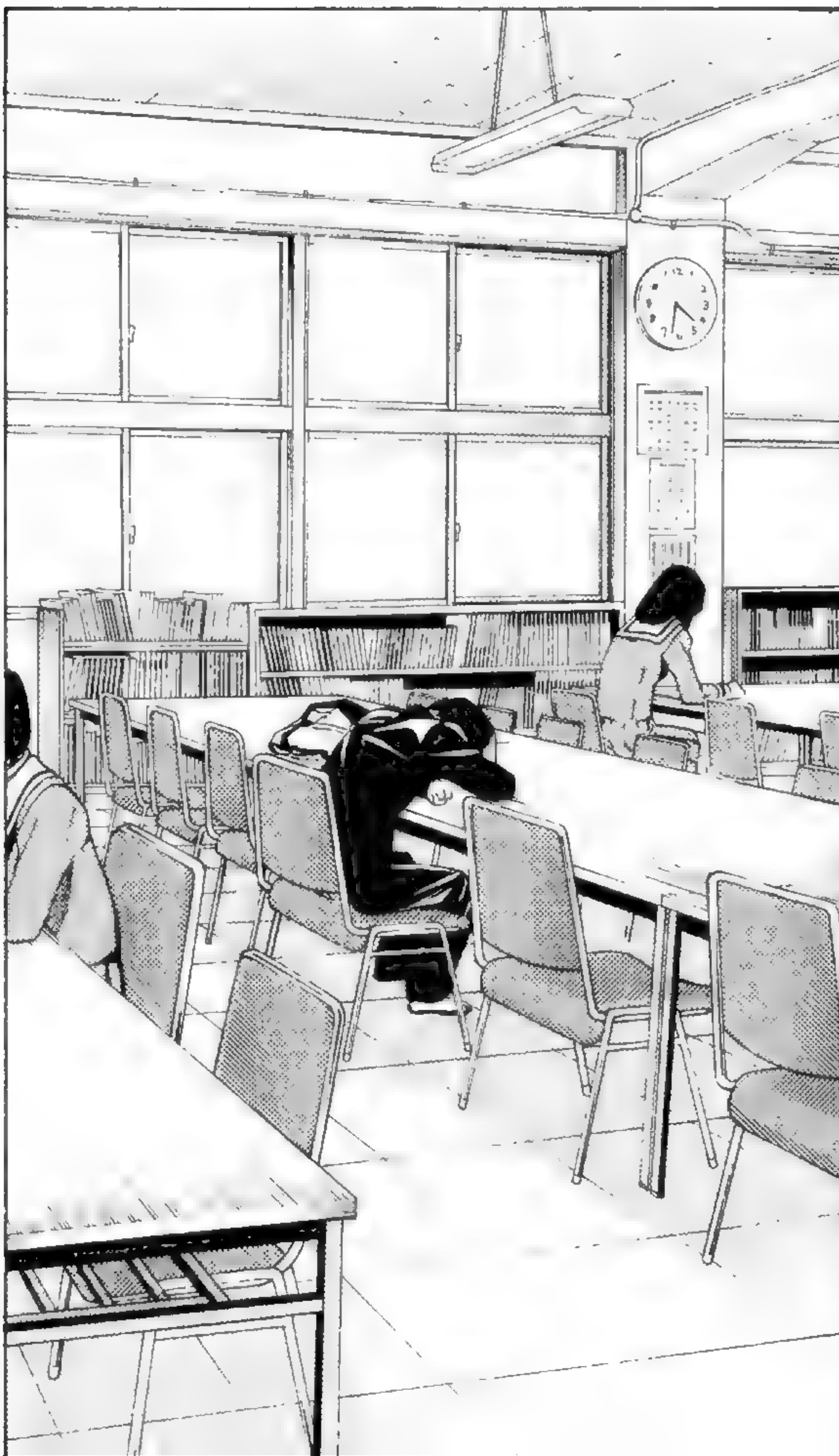
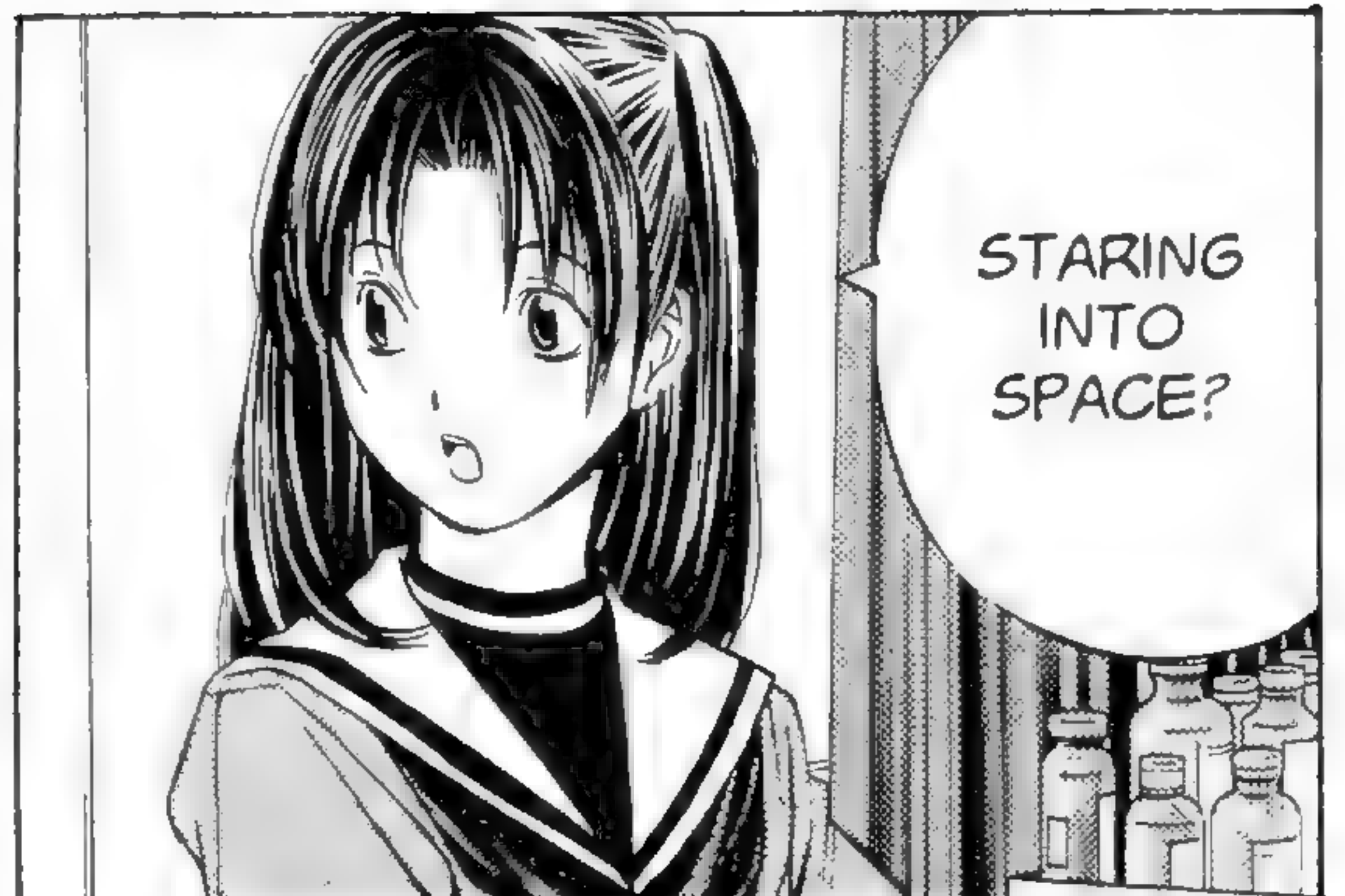
























WHAT  
HAPPENED?

WHY  
WERE  
YOU  
ABSENT  
FROM  
YOUR  
MATCH?



COULD  
YOU  
KEEP IT  
DOWN?

THERE'S  
NO POINT IN  
SOMEONE AS  
PATHETIC AS  
ME PLAYING  
GO!



I'M NOT  
THE ONE  
WHO  
SHOULD BE  
PLAYING.

...



YOU'RE...  
"NOT THE  
ONE"?  
WHAT'S  
THAT  
SUP-  
POSED  
TO  
MEAN?

?



TOYA!



I DON'T  
THINK  
THAT'S  
TRUE.

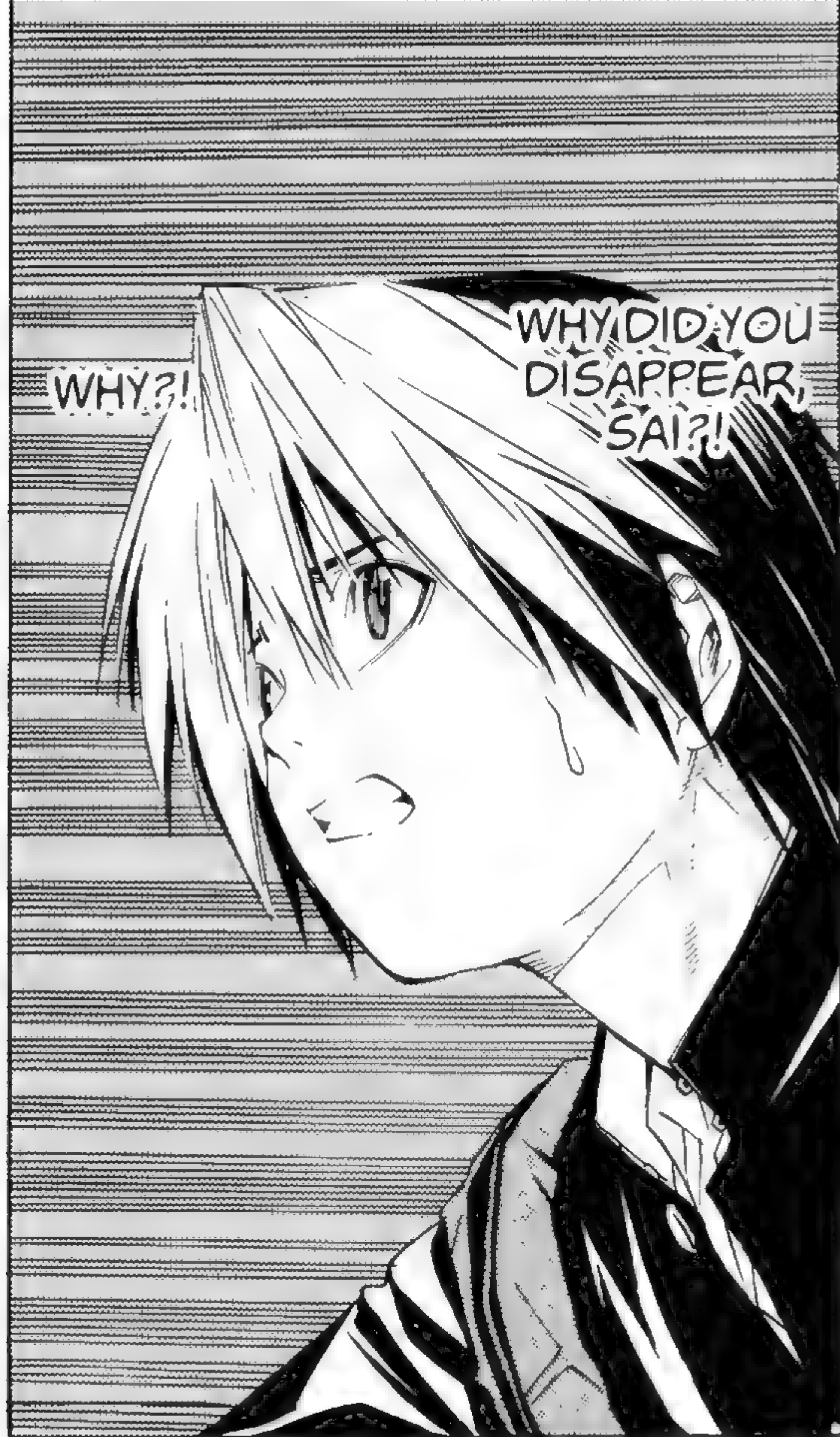












WHY?!

WHY DID YOU  
DISAPPEAR,  
SAI?!



WHY DID YOU  
GO PRO  
THEN?!



WASN'T IT  
SO YOU  
COULD  
PLAY ME?!





I CAN'T  
BELIEVE HOW  
CLEAN YOUR  
ROOM IS,  
WAYA.



I TAKE MY LAUNDRY  
TO MY FOLKS'.  
AND I MOSTLY EAT  
AT MY PARENTS' AND  
AT MORISHITA  
SENSEI'S...

YOU SHOULD  
AT LEAST GET  
A FRIDGE.  
DON'T YOU COOK?  
WHAT ABOUT  
LAUNDRY?

I GUESS  
IT'S  
BECAUSE  
YOU DON'T  
HAVE  
ANY  
STUFF.



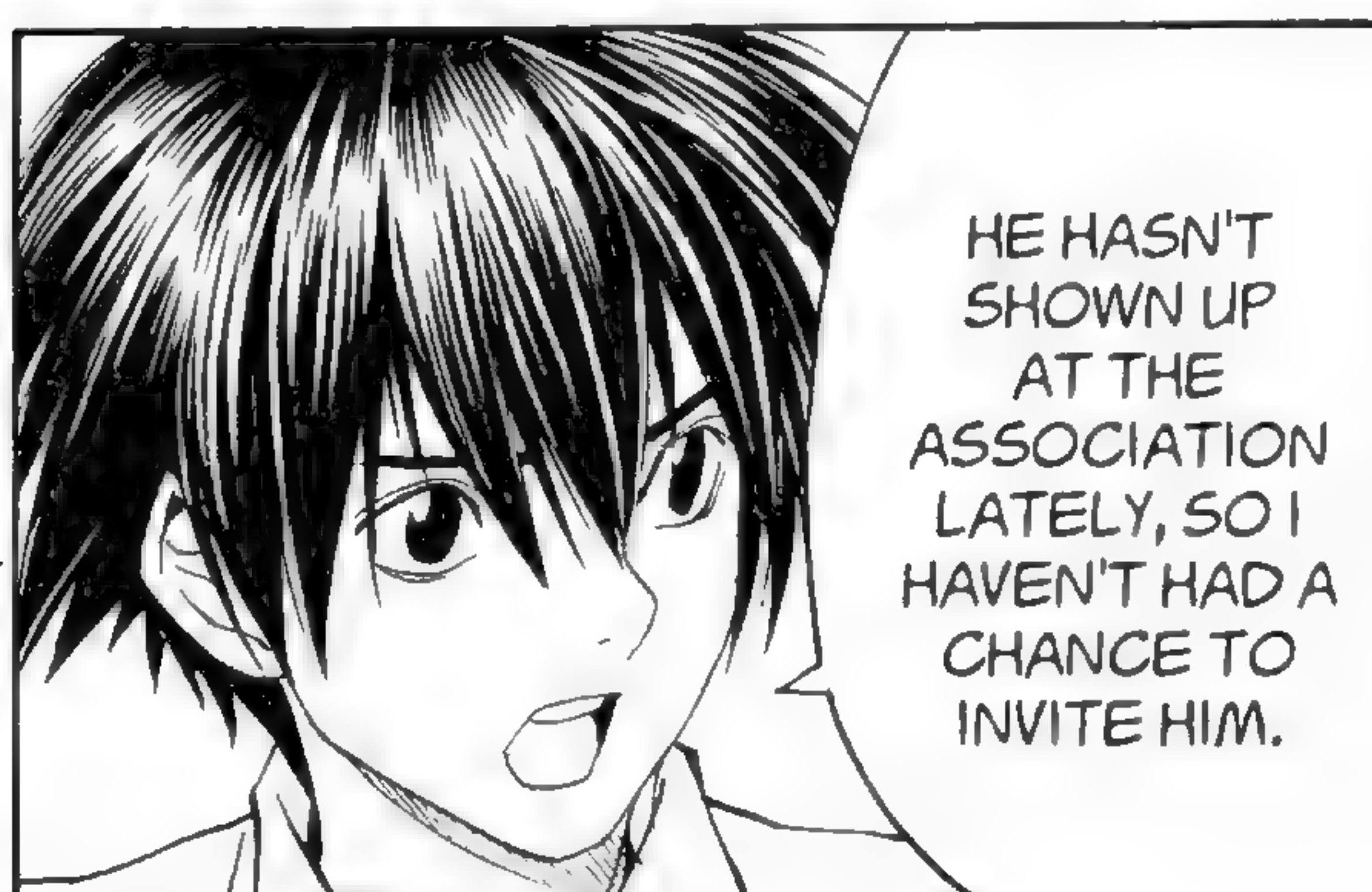
WISH I  
COULD  
LIVE ON  
MY OWN.

LOOK,  
ALL I NEED  
IS MY GO  
BOARD AND  
STONES.

YOU CALL  
THAT LIVING  
ON YOUR  
OWN?

Fzz









WAYA, D'YOU  
MIND IF I COME  
TO YOUR  
SATURDAY  
STUDY GROUP?

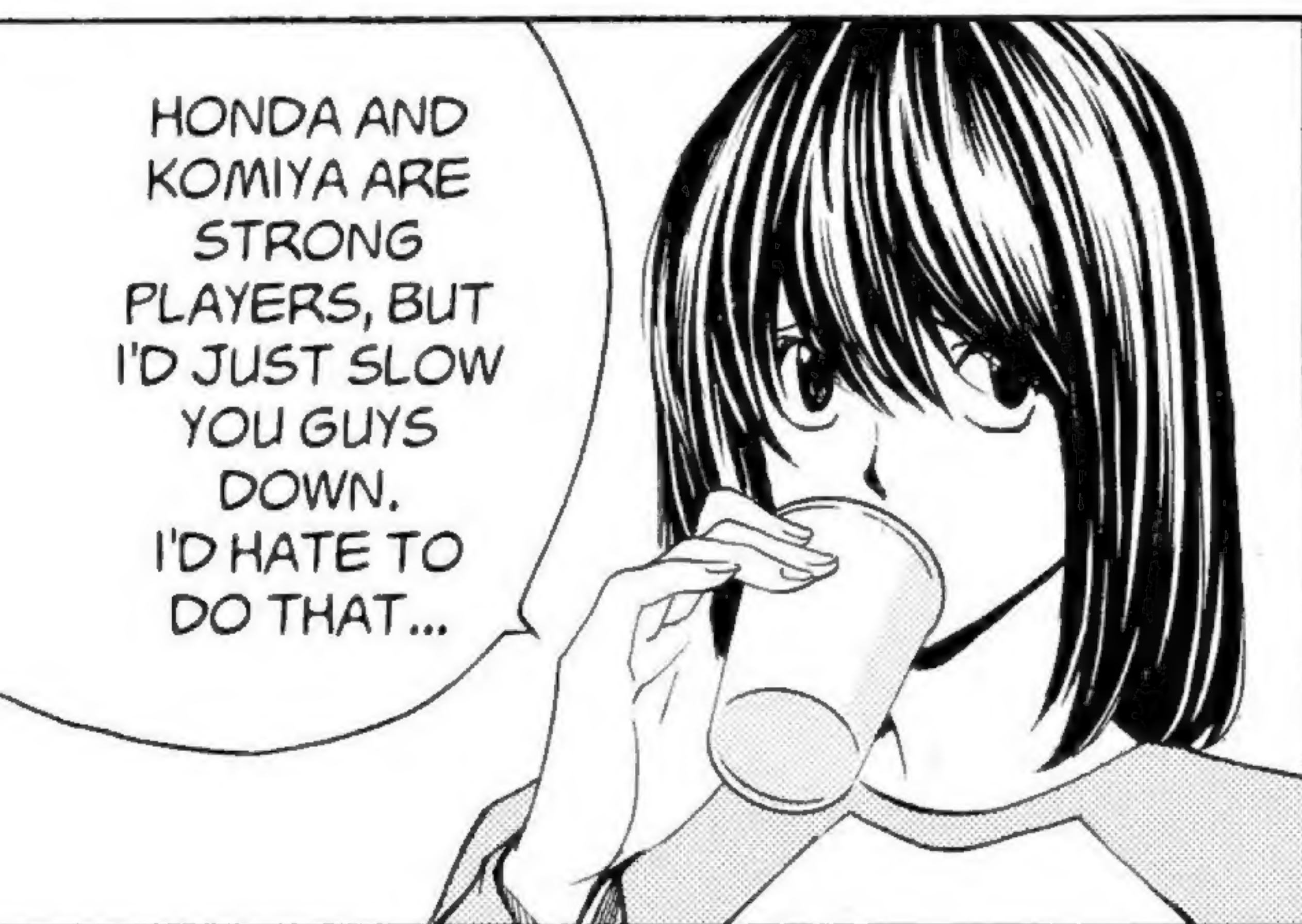
WHO KNOWS?  
MORISHITA  
SENSEI'S MAD AT  
HIM—SAID TO  
LEAVE HIM BE.

WHAT'S  
UP WITH  
SHINDO?

K  
L  
A  
K

K  
L  
A  
K

stussy



HONDA AND  
KOMIYA ARE  
STRONG  
PLAYERS, BUT  
I'D JUST SLOW  
YOU GUYS  
DOWN.  
I'D HATE TO  
DO THAT...



SURE.  
YOU CAN  
ALL  
COME.

MY SENSEI  
DOESN'T  
HAVE A  
GROUP ON  
SATURDAYS.

K  
L  
A  
K

K  
L  
A  
K



I HAVE TO  
START AT THE  
PRELIMS AGAIN  
THIS YEAR TO  
MAKE IT TO THE  
PRO TEST.

HOW ARE YOU  
GONNA GET  
BETTER  
THINKING  
LIKE THAT?





SO?

A BUNCH OF  
PLAYERS FROM  
KYUSEIKAI WENT  
TO CHINA FOR A  
STUDY EXCHANGE.



MAYBE  
I'VE  
GONE AS  
FAR AS I  
CAN  
TOO.

IJIMA  
QUIT  
BEING  
AN INSEI,  
YOU  
KNOW.



HEY, WAYA!  
DIDJA  
HEAR—?



SO HE'LL  
BE AT THIS  
YEAR'S PRO  
TEST TOO,  
I GUESS.

ISUMI'S  
STILL  
PLAYING?!



ISUMI?!

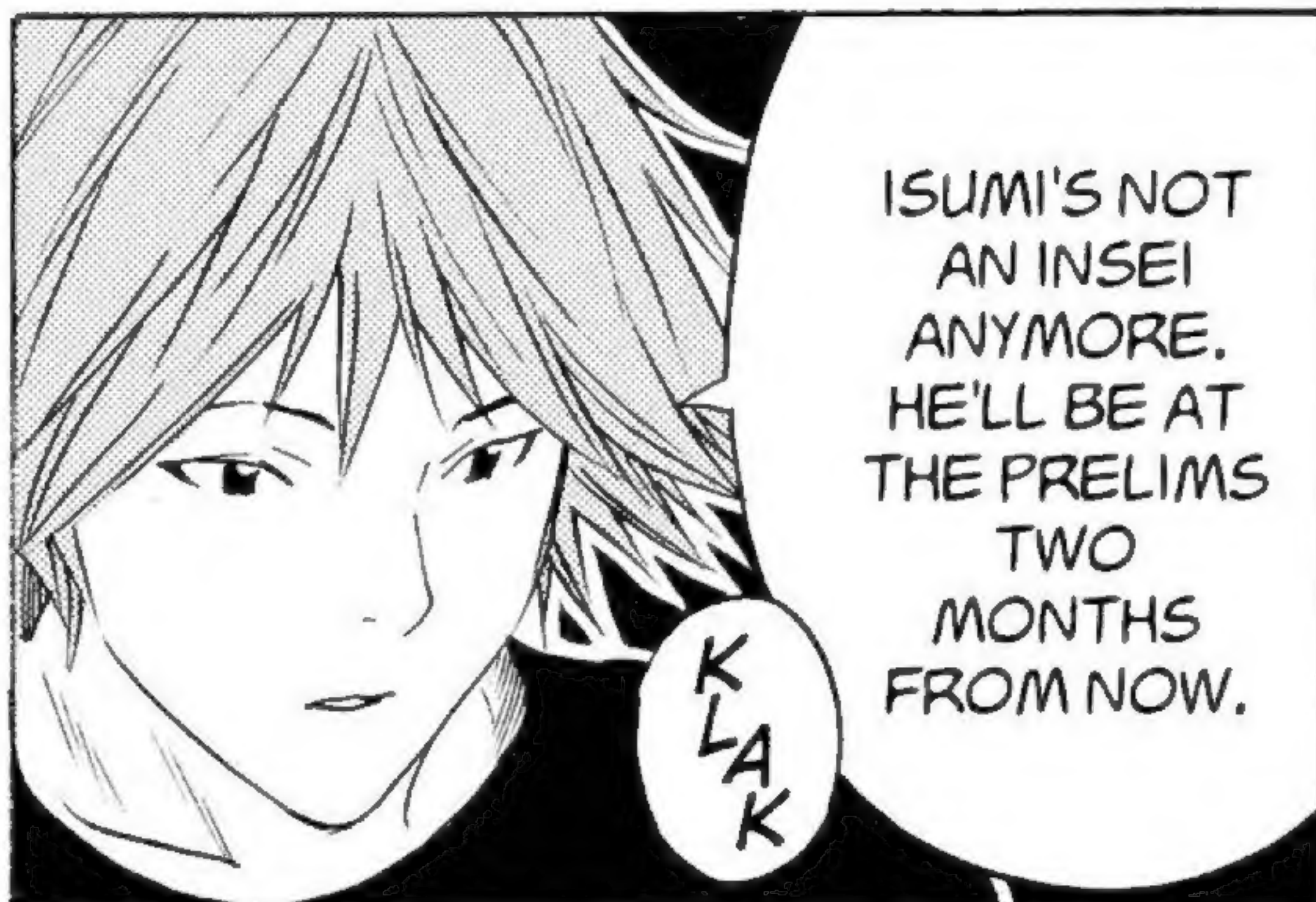
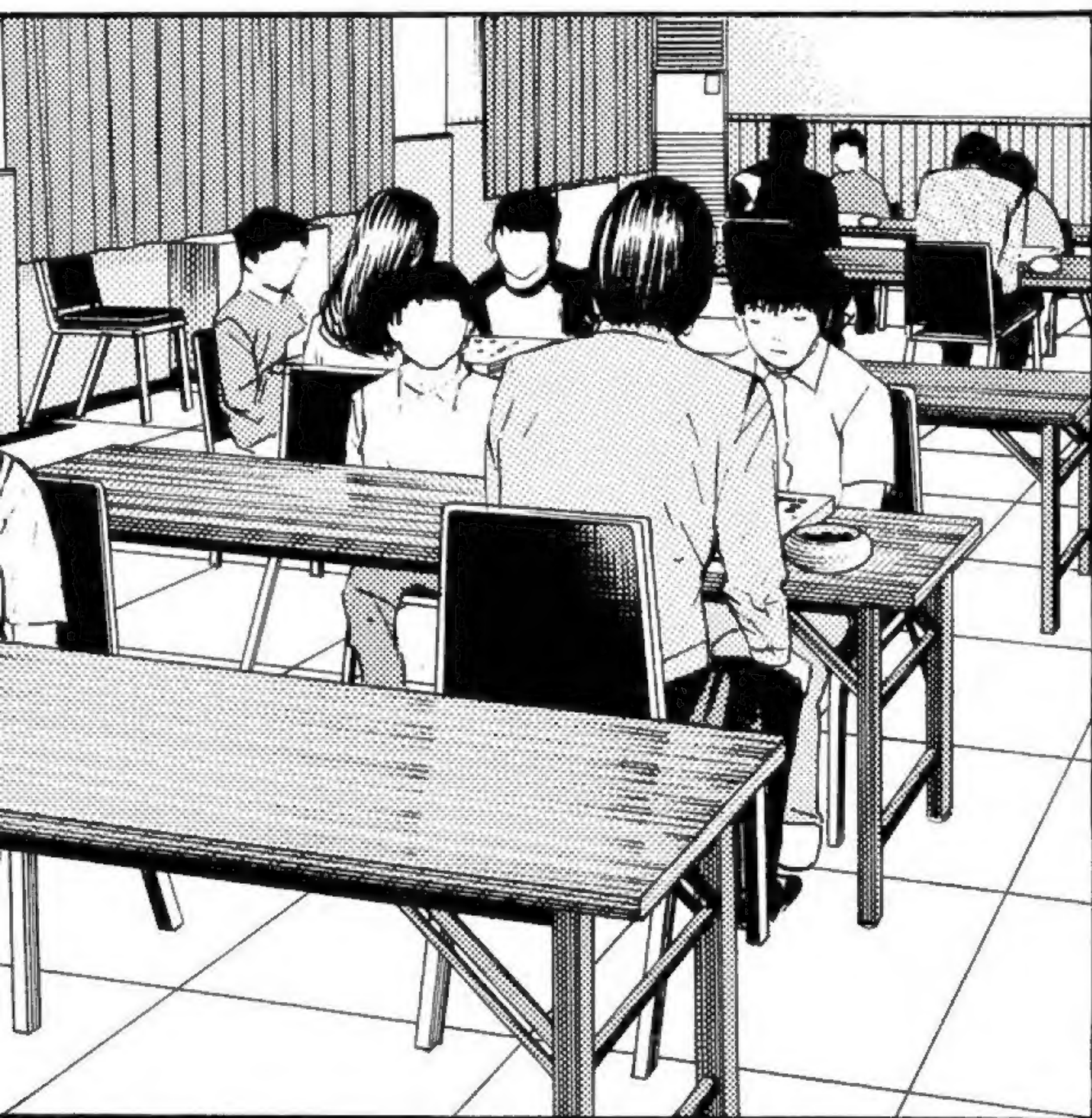
ISUMI  
WAS ONE  
OF THEM.



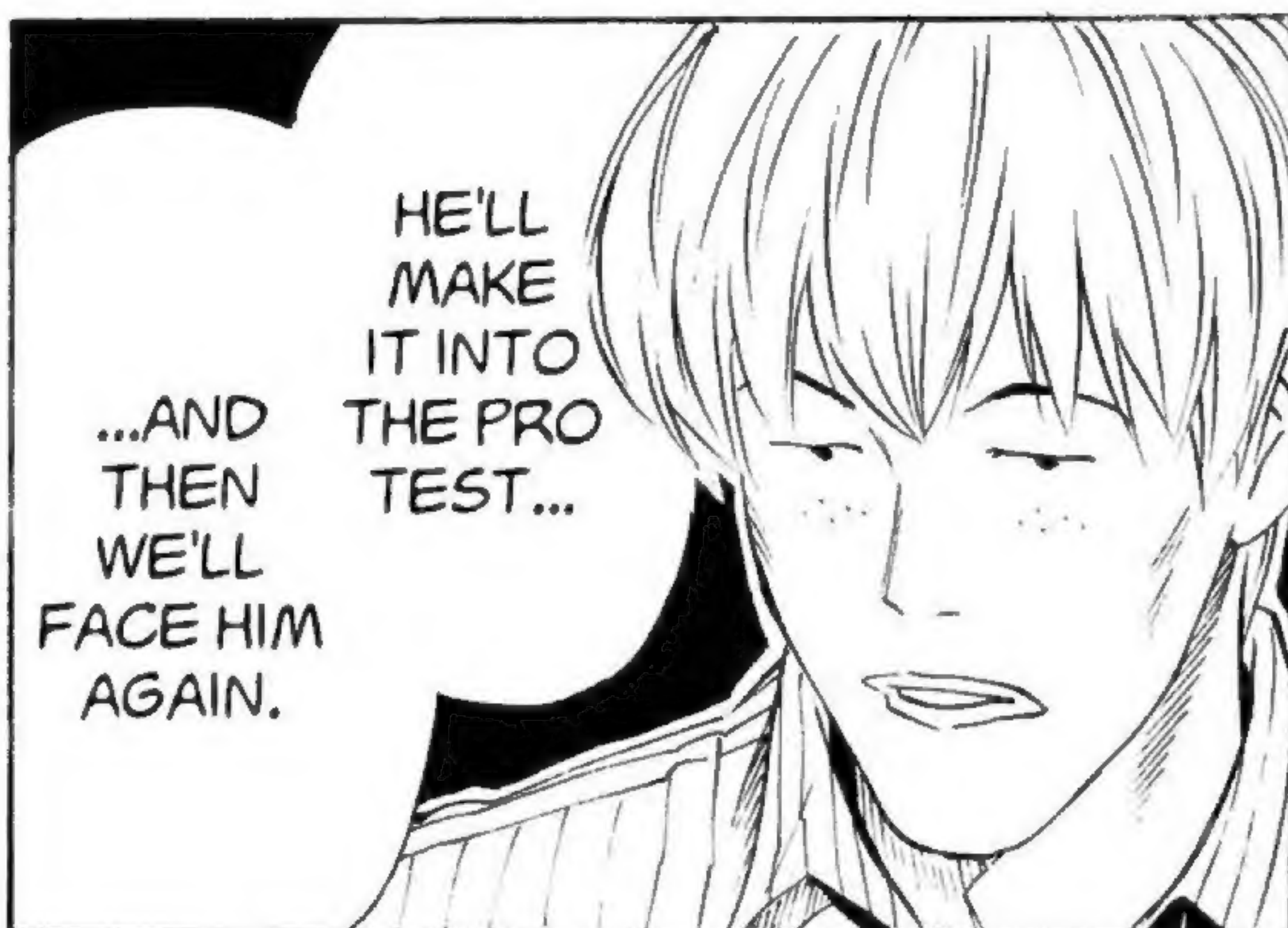
# 中国棋院

CHINA QI-YUAN

崇文门东大街80号 邮编：100061



ISUMI'S NOT  
AN INSEI  
ANYMORE.  
HE'LL BE AT  
THE PRELIMS  
TWO  
MONTHS  
FROM NOW.



HE'LL  
MAKE  
IT INTO  
THE PRO  
TEST...  
...AND  
THEN  
WE'LL  
FACE HIM  
AGAIN.



The end of Sayonara





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